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MINIATURE WARGAMES

**AUGUST
1992**

No.
111



**Pontefract
1645**

**Almanza
1707**

**Corunna
1809**

**China
1839-42**

**Korean
Air-War**



AMERICAN CIVIL WAR – 1861-65

- 1 YC Infantryman (Kepi) Advancing
- 2 YC Infantryman (Kepi) Marching
- 3 YC Infantryman (Kepi) Standing Firing
- 4 YC Infantryman (Kepi) Kneeling Firing
- 5 YC Infantryman (Kepi) Laying Firing
- 6 YC Infantryman (Slouch Hat) Advancing
- 7 YC Infantryman (Slouch Hat) Marching
- 8 YC Infantryman (Slouch Hat) Standing Firing
- 9 YC Infantryman (Slouch Hat) Kneeling Firing
- 10 YC Infantryman (Slouch Hat) Laying Firing
- 11 YC Infantry (Kepi) Command
- 12 YC Infantry (Slouch Hat) Command
- 13 YC Zouave (Fez) Advancing
- 14 YC Zouave (Fez) Marching
- 15 YC Zouave (Fez) Standing Firing
- 16 YC Zouave (Fez) Kneeling Firing
- 17 YC Zouave (Kepi) Advancing
- 18 YC Zouave (Kepi) Marching
- 19 YC Zouave (Kepi) Standing Firing
- 20 YC Zouave (Kepi) Kneeling Firing
- 21 YC Zouave (Kepi) Command
- 22 YC Iron Brigade Advancing
- 23 YC Iron Brigade Marching
- 24 YC Iron Brigade Standing Firing
- 25 YC Iron Brigade Kneeling Firing
- 26 YC Iron Brigade Command
- 27 YC Marine (Shako) Advancing
- 28 YC Marine (Shako) Advancing
- 29 YC Marine (Shako) Standing Firing
- 30 YC Marine (Shako) Kneeling Firing
- 31 YC Sailors Fighting Party
- 32 YC Marine Command
- 33 YC Dismounted Cavalry (Kepi) Standing Firing
- 34 YC Dismounted Cavalry (Kepi) Kneeling Firing
- 35 YC Dismounted Cavalry (Slouch Hat) Standing Firing
- 36 YC Dismounted Cavalry (Slouch Hat) Kneeling Firing
- 37 YC Dismounted (Kepi) Command
- 38 YC Dismounted (Slouch Hat) Command
- 39 YC Sharpshooter (Kepi) Standing Firing
- 40 YC Sharpshooter (Kepi) Kneeling Firing

- 51 YC Artillerymen (Kepi)
- 52 YC Limber Riders (Kepi)
- 53 YC Limber Horse Riders (Kepi)
- 54 YC Naval Gunners

- 1 YCC Cavalrymen (Kepi) Sabre
- 2 YCC Cavalrymen (Kepi) Pistol
- 3 YCC Cavalrymen (Slouch Hat) Sabre
- 4 YCC Cavalrymen (Slouch Hat) Pistol
- 5 YCC Cavalrymen (Slouch Hat) Shotgun
- 6 YCC Black Horse Sabre
- 7 YCC Black Horse Pistol

- 8 YCC Cavalry (Kepi) Command
- 9 YCC Cavalry (Slouch Hat) Command
- 10 YCC Personalities. (Grant, Meade, Sykes)
- 11 YCC Personalities. (Lee, Hill, Jackson)
- 12 YCC Mounted Colonel/Field Officers

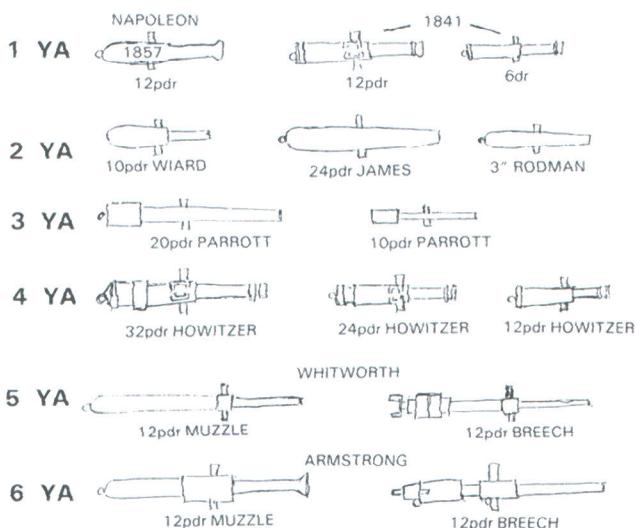
- 1 YZ Cavalry Horse Galloping
- 2 YZ Cavalry Horse Trotting
- 51 YZ Artillery Wheel Horse
- 52 YZ Artillery Swing Horse
- 53 YZ Artillery Lead Horse

ARTILLERY PIECES – Price Series 6

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Amphibious training, c. 1800 off the Sussex Coast. 1/300th scale models and figures by Langton Miniatures, painted by Andy Hamilton. Photo by Richard Ellis, Old Town Studio, Swindon, 0793 528895, © 1992.

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If you are thinking of writing for the magazine we have a set of contributors' notes to help you present the material in a way appropriate for publication. Simply send a large SAE marked 'Miniature Wargames Contributors' Notes' and we will despatch them by return.

Payment: All contributors whose articles are used will receive a cheque and a complimentary copy of the issue in which their work is published within six weeks of publication.

EDITORIAL

On the back cover of this issue you will find an advertisement for the latest addition to the Pireme fleet. Card buildings. The Napoleonic period has to be one of the most popular and within that the Battle of Waterloo the best known engagement. Hence these three sets which form the farmstead of Hougoumont, La Haie Sainte and la Belle Alliance (which also includes a small farm). Fortunately they will be equally at home in other periods, from about 1700 onwards to the present day. They are printed on thick card which can be easily cut and bent to shape. Other sets are in the pipeline and I'll let you know when they're ready.

What with advertising and trying to squeeze in plenty of articles for you to get your literary teeth into things are a bit of a squash this month, so the Review and letters pages have had to take a back seat.

Hopefully I'll find space for them next month.

Iain Dickie

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MEDIEVAL – Anglo-Norman; Feudal English; Feudal French; Anglo-Irish; 100 Years War English; 100 Years War French; Wars of the Roses-Yorkist; Wars of the Roses-Lancastrian; Seljuq Turk; Saracen-Syrian; Ayyubid Egyptian; Later Crusader; Teutonic Order; Theodoran Byzantine; Mongol; Mamluk Egyptian; Ilkhanid; Free Company; Early Burgundian;
COLONIAL – Zulu War British; Zulu; Sudan War-British; Dervish; North West Frontier-British; Pathan; Boer War-British; Boer; French Foreign Legion; Arab;
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DARK AGES: Saxon; Norman; Viking;
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LATE 17th CENTURY: Anglo/Dutch; Austrian/Imperialist; French;
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ANCIENT PERIOD
ROME: Punic Wars
MAR16 Haster
MAR17 Principes
MAR18 Triarii
MAR19 Velites
MAR20 Citizen Cavalry

ROMAN REPUBLIC
MAR21 Caesar's Legions
MAR22 Caesar's Legions Attacking

IMPERIAL ROME
MAR1 Roman Legionaries
MAR2 Roman Auxiliary Cavalry
MAR3 Roman Auxiliary Javelins
MAR4 Asiatic Auxiliary Archers
MAR5 Roman Cavalry
MAR6 Roman Cataphracts
MAR7 Praetorian Guard
MAR8 Roman Guard Cavalry
MAR9 Western Auxiliary Archers
MAR10 Roman Generals
MAR11 Caraballarii (3)
MAR12 Onagers (3)
MAR13 Cavalry with Kontis (12th lance)
MAR14 Roman Horsemen
MAR15 Dromedarius Roman Camel Patrol
MAR16 Baggage Wagons and Pack Mules

LATE ROMANS
MAR10 Late Roman Legionaries
MAR11 Late Roman Infantry Attacking
MAR12 Late Roman Heavy Cavalry
MAR13 Cataphracts
MAR14 Late Roman Light Infantry

BYZANTINES
MAR1 Byzantine Heavy Infantry
MAR2 Byzantine Light Infantry
MAR3 Byzantine Armoured Cavalry
MAR4 Byzantine Heavy Cavalry
MAR5 Byzantine Light Cavalry
MAR6 Byzantine Horse Archers
MAR7 Byzantine Foot Archers
MAR8 Byzantine Light Infantry
MAR9 Byzantine Heavy Infantry Attacking

GREEKS
MAC1 Greek City Hoplites
MAC2 Spartan Hoplites
MAC3 Successor Phalanx
MAC4 Spartan Archers
MAC5 Rhodian Slingers
MAC6 Greek Cavalry
MAC7 Successor Cavalry
MAC8 Greek Elephants
MAC9 Thracian Peltast
MAC10 Peltast with Oval Shield
MAC11 Macedonian Hyaspists
MAC12 Thracian Light Cavalry
MAC13 Greek Cataphracts
MAC14 Cavalry with Sarissa
MAC15 Staff Slingers
MAC16 Anatolian Light Infantry

CARTHAGE
MAC1 Numidian Cavalry
MAC2 Spanish Infantry
MAC3 Spanish Cavalry
MAC4 Citizen Heavy Infantry
MAC5 Carthaginian Heavy Cavalry
MAC6 Balearic Slings
MAC7 Libyan Javelinmen
MAC8 Carthaginian Elephants
MAC9 Libyan Spearman
MAC10 Carthaginian Citizen Javelins
MAC11 Celtic Swordsmen
MAC12 Celtic Cavalry
MAC13 Campanian Cavalry

PERSIANS
MAP5 Persian Immortals
MAP6 Persian Archers
MAP7 Persian Spearman
MAP8 Persian Horse Archers
MAP9 Persian Armoured Cavalry
MAP10 Persian Chariots
MAP11 Persian Cavalry
MAP12 Mounted Spearman
MAP13 Persian Scythed Chariots

SASSANIDS
MAS1 Sassanid Levy Spearman
MAS2 Sassanid Archers
MAS3 Sassanid Cavalry
MAS4 Sassanid Cataphracts
MAS5 Sassanid Light Cavalry
MAS6 Sassanid Elephants
MAS7 Sassanid Slings

ETRUSCANS
MAE1 Etruscan Hoplites Class I
MAE2 Etruscan Spearman Class II-III
MAE3 Etruscan Javelins and Archers
MAE4 Etruscan Cavalry
MAE5 Etruscan Chariots

ANCIENT INDIA
MAIN1 Indian Archers & Javelins
MAIN2 Indian Cavalry
MAIN3 Indian Elephants
MAIN4 Indian Chariots

BARBARIANS
MA11 Dacian Infantry
MA12 Vagabond Infantry
MA13 Gothic Cavalry
MA14 Hun Cavalry
MA15 Sarmatian Cataphracts
MA16 Sarmatian Medium Cavalry
MA17 Ancient British Chariots
MA18 Ancient British Infantry
MA19 Early German Tribesmen
MA20 Early German Cavalry
MA21 Early German Cavalry
MA22 Gaulish Cavalry

DARK AGES
MD1 Norman Cavalry
MD2 Norman Infantry
MD3 Saxon Warriors
MD4 Saxon Fyrd
MD5 Vikings
MD6 Mounted Vikings

CRUSADES
MCR1 Frankish Cavalry, 12th Century
MCR2 Frankish Cavalry, 13th Century
MCR3 Frankish Infantry
MCR4 Saracen Cavalry
MCR5 Saracen Infantry

MEDIEVAL PERIOD 1/300th
MCR6 Frankish Knights, in action dismounted, 12th century
MCR7 Dismounted horses and horseholders
MCR8 Sergeants, mounted, 12th century
MCR9 12th century infantry, bows, bills, axes
MCR10 Welsh Cavalry

MCR11 Welsh infantry, spears, javelins
MCR12 Welsh longbows
MCR13 13th century
MCR14 13th century
MCR15 13th century
MCR16 13th century
MCR17 13th century
MCR18 13th century
MCR19 13th century
MCR20 13th century

RENAISSANCE 1495-1529
MR1 Swiss Pikemen
MR2 French Gens d'Armes
MR3 Arquebuses
MR4 Spanish Arquebuses
MR5 Landsknecht Pikemen
MR6 Spanish Sward & Bucklers
MR7 Spanish Gentiles
MR8 Polish Hussars
MR9 Panscott Cavalry
MR10 Cossack Cavalry
MR11 Tartar Cavalry
MR12 Polish Musketeers
MR13 Tabor

ENGLISH CIVIL WAR
MECW1 Musketeers
MECW2 Pikemen
MECW3 Dragoons on Foot
MECW4 Dragoons Mounted
MECW5 Dragoon Horses with Horseholders
MECW6 Curassiers
MECW7 Royalist Cavalry
MECW8 Parliamentary Cavalry
MECW9 Artillery
MECW10 Artillery Train
MECW11 Generals
MECW12 Cavalry (Helmets) Charging
MECW13 Cavalry (Hats) Charging
MECW14 Passants in Arms
MECW15 Scottish Musketeers
MECW16 Highlanders
MECW17 Mounted Arquebusers

MARLBOROUGH PERIOD
MMB5 Marlborough and Generals
MMB6 British Infantry
MMB7 British Grenadiers
MMB8 British Horse
MMB9 British Dragoons
MMB10 French Infantry
MMB11 French Grenadiers
MMB12 French Dragoons
MMB13 French Hussars
MMB14 French Mousquetaires
MMB15 French Mousquetaires
MMB16 French Mousquetaires
MMB17 French Mousquetaires

SEVEN YEARS WAR
MSY1 Prussian Musketeers Marching
MSY2 Prussian Musketeers Firing
MSY3 Prussian Grenadiers Marching
MSY4 Prussian Grenadiers Firing
MSY5 Prussian Musketeers Marching
MSY6 Prussian Musketeers Firing
MSY7 Prussian Grenadiers Marching
MSY8 Prussian Grenadiers Firing
MSY9 Prussian Musketeers Marching
MSY10 Prussian Musketeers Firing
MSY11 Prussian Grenadiers Marching
MSY12 Prussian Grenadiers Firing
MSY13 Prussian Musketeers Marching
MSY14 Prussian Musketeers Firing
MSY15 Prussian Grenadiers Marching
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MSY18 Prussian Musketeers Firing
MSY19 Prussian Grenadiers Marching
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MSY26 Prussian Musketeers Firing
MSY27 Prussian Grenadiers Marching
MSY28 Prussian Grenadiers Firing
MSY29 Prussian Musketeers Marching
MSY30 Prussian Musketeers Firing
MSY31 Prussian Grenadiers Marching
MSY32 Prussian Grenadiers Firing

NAPOLEONIC PERIOD
MNF1 Napoleon and Marshals

FRENCH GUARD UNITS
MNF2 Grenadiers of the Old Guard
MNF3 Chasseurs a Pied of the Guard
MNF4 Horse Grenadiers
MNF5 Empress Dragoons
MNF6 Chasseurs a Cheval of the Guard
MNF7 Polish Lancers
MNF8 Polish Grenadiers
MNF9 Lithuanian Tatars and Guard Engineers
MNF10 Foot Artillery of the Guard
MNF11 Horse Artillery of the Guard

FRENCH LINE UNITS
MFL1 French Grenadiers
MFL2 French Grenadiers Attacking
MFL3 French Grenadiers in Greatcoats
MFL4 French Fusiliers
MFL5 French Fusiliers Attacking
MFL6 French Fusiliers in Greatcoats
MFL7 French Light Infantry
MFL8 French Voltigeurs Skirmishing
MFL9 French Voltigeurs in Bustles
MFL10 French Fusiliers Advancing Combat Order
MFL11 French Fusiliers in Bicorne Advancing
MFL12 French Fusiliers in Bicorne Attacking
MFL13 Swiss Grenadiers
MFL14 Swiss Fusiliers
MFL15 Swiss Voltigeurs Skirmishing
MFL16 French Grenadiers
MFL17 French Grenadiers
MFL18 French Grenadiers
MFL19 French Grenadiers
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MFL28 French Grenadiers
MFL29 French Grenadiers
MFL30 French Grenadiers
MFL31 French Grenadiers
MFL32 French Grenadiers
MFL33 French Grenadiers
MFL34 French Grenadiers
MFL35 French Grenadiers

BAVARIAN UNITS
MBN1 Bavarian Line Grenadiers
MBN2 Bavarian Fusiliers
MBN3 Bavarian Jaegers Skirmishing
MBN4 Bavarian Light Horse

MBN5 Bavarian Artillery
MBN6 Bavarian Gun Teams
MBN7 Bavarian Pontoon and Wagons

POLISH UNITS
MWN1 Polish Grenadiers
MWN2 Polish Fusiliers
MWN3 Polish Fusiliers Attacking
MWN4 Polish Lancers
MWN5 Other Polish Units from French items

BRITISH UNITS, NAPOLEONIC PERIOD
MBN1 Wellington and Generals
MBN2 British Infantry, Belgic Shako, Attacking
MBN3 British Light Infantry Light Company
MBN4 British Infantry, Belgic Shako, Skirmishing
MBN5 British Infantry, Stove Pipe Shako, Attacking
MBN6 British Fusiliers
MBN7 British Fusiliers Attacking
MBN8 British Light Infantry Skirmishing
MBN9 British Riflemen Skirmishing
MBN10 Highlanders Attacking
MBN11 Highlanders Skirmishing
MBN12 Household Cavalry
MBN13 British Heavy Dragoons
MBN14 British Hussars
MBN15 British Light Dragoons in Shako
MBN16 British Light Dragoons in Tarleton Helmets
MBN17 British Foot Artillery
MBN18 British Horse Artillery
MBN19 British Gun Teams (2)
MBN20 British Saddle Wagons (3)
MBN21 British Pontoon and Wagons

PRUSSIAN UNITS, NAPOLEONIC PERIOD
MPN1 Prussian General Staff
MPN2 Prussian Guard Grenadiers
MPN3 Prussian Line Musketeers
MPN4 Prussian Musketeers Attacking
MPN5 Prussian Jaegers Skirmishing
MPN6 Prussian Landwehr Infantry
MPN7 Prussian Landwehr Attacking
MPN8 Prussian Landwehr Skirmishing
MPN9 Prussian Dragoons
MPN10 Prussian Hussars
MPN11 Prussian Uhlans
MPN12 Prussian Gun Teams (2)
MPN13 Prussian Pontoon Train

PRUSSIAN UNITS, 1806 JENA CAMPAIGN
MPN14 1806 Grenadiers
MPN15 1806 Grenadiers Attacking
MPN16 1806 Musketeers
MPN17 1806 Musketeers Attacking
MPN18 1806 Jaegers Skirmishing
MPN19 1806 Artillery
MPN20 1806 Cavalries
MPN21 1806 Hussars
MPN22 1806 Cuirassiers

AUSTRIAN UNITS, NAPOLEONIC PERIOD
MAN1 Austrian Generals
MAN2 Austrian Grenadiers
MAN3 Austrian Grenadiers Attacking
MAN4 Austrian Musketeers in Helms
MAN5 Austrian Musketeers in Helms Attacking
MAN6 Austrian Musketeers in Shaks
MAN7 Austrian Musketeers in Shaks Attacking
MAN8 Austrian Jaegers Skirmishing
MAN9 Austrian Landwehr
MAN10 Austrian Cuirassiers
MAN11 Austrian Hussars
MAN12 Austrian Lancers
MAN13 Austrian Artillery
MAN14 Austrian Gun Teams (2)
MAN15 Austrian Pontoon Train

RUSSIAN UNITS, NAPOLEONIC PERIOD
MRN1 Russian General Staff
MRN2 Russian Grenadiers
MRN3 Russian Grenadiers Attacking
MRN4 Russian Musketeers
MRN5 Russian Musketeers Attacking
MRN6 Russian Jaegers Skirmishing
MRN7 Russian Pavlovska Guard
MRN8 Russian Cuirassiers
MRN9 Russian Hussars
MRN10 Russian Cossacks
MRN11 Russian Horse Artillery
MRN12 Russian Foot Artillery
MRN13 Russian Gun Teams (2)
MRN14 Russian Pontoon Train

SWEDISH UNITS, NAPOLEONIC PERIOD
MSWN1 Swedish Guard Grenadiers
MSWN2 Swedish Infantry
MSWN3 Swedish Dragoons
MSWN4 Swedish Artillery

PORTUGUESE UNITS, NAPOLEONIC PERIOD
MDN1 Portuguese Cavalry Skirmishing
MDN2 Portuguese Light Cavalry
Other units from British items

SPANISH UNITS, NAPOLEONIC PERIOD
MSN1 Spanish Grenadiers (pre 1808)
MSN2 Spanish Musketeers (pre 1808)
MSN3 Spanish Musketeers Skirmishing
MSN4 Spanish Dragoons (Bicorne)
MSN5 Spanish Lancers
MSN6 Spanish Artillery (Bicorne)
MSN7 Peninsular Dr. Carts (4)
Other Units from British and French items

AMERICAN CIVIL WAR
MACW1 Generals
MACW2 Federal Infantry
MACW3 Federal Infantry Attacking
MACW4 Federal Infantry Skirmishing
MACW5 Federal Infantry Firing Line
MACW6 Federal Cavalry
MACW7 Rebel's Lancers (Federal)
MACW8 Confederate Infantry
MACW9 Confederate Infantry Attacking
MACW10 Confederate Infantry Skirmishing
MACW11 Confederate Infantry Firing Line
MACW12 Confederate Cavalry
MACW13 Confederate Cavalry Charging
MACW14 Confederate Cavalry Dismounted, Skirmishing
MACW15 Zouaves (Turbanis)
MACW16 Zouaves (Turbanis) Skirmishing
MACW17 ACW Cavalry Charging (Keps)
MACW18 ACW Dismounted Horses and Horseholders
MACW19 ACW Dismounted Cavalry Skirmishing (Keps)
MACW20 ACW Artillery
MACW21 Artillery with 10p Parrott Rifled Guns
MACW22 ACW Gun Teams
MACW23 Mule Drawn Wagons (2)
MACW24 ACW Pontoon Train

COLONIAL PERIOD
MC7 British Infantry Marching
MC8 British Infantry Skirmishing
MC9 Highlanders Marching
MC10 Highlanders Skirmishing
MC11 Royal Navy Landing Party
MC12 Royal Navy Landing Party Gun Detachments
MC13 British Lancers Charging
MC14 British Artillery (12p)
MC15 British Gun Teams at Gallop
MC16 British Gatling Guns and Teams
MC17 Elephant Guns and Teams
MC18 Indian Infantry Marching
MC19 Indian Infantry Skirmishing
MC20 Gurkhas Skirmishing
MC21 Bengal Lancers
MC22 Indian Mountain Artillery
MC23 Mountain Artillery on March
MC24 Pathan Tribesman
MC25 Zulus
MC26 Dervish Hadendewahs
MC27 Dervish Anjar Infantry
MC28 Dervish Anjar Cavalry
MC29 Dervish Camelry
MC30 Dervish Artillery

FRANCO-PRUSSIAN WAR
NCP1 Prussian Infantry Marching
NCP2 Prussian Infantry Advancing
NCP3 Prussian Jaegers Advancing
NCP4 Prussian Uhlans
NCP5 Prussian Uhlans Charging
NCP6 Prussian Artillery
NCP7 Prussian Artillery
NCP8 Prussian Infantry Skirmish Line
NCP9 Prussian Cuirassiers
NCP10 Prussian Hussars
NCP11 Bavarian Infantry Marching
NCP12 Bavarian Infantry Charging
NCP13 Bavarian Jaegers
NCP14 Bavarian Light Horse
NCP15 Bavarian Artillery
NCP16 Prussian Gun Teams (2)
NCP17 French Infantry Marching
NCP18 French Infantry Attacking
NCP19 French Chasseurs Attacking
NCP20 French Chasseurs a Cheval
NCP21 French Hussars
NCP22 French Dragoons
NCP23 French Artillery
NCP24 French Guard Infantry Marching
NCP25 French Guard Infantry Attacking
NCP26 French Zouaves Attacking
NCP27 French Cuirassiers
NCP28 French Guard Lancers
NCP29 Minutemen (guns, crews, teams)
NCP30 French Gun Teams (2)

RULES
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Newbury Rules
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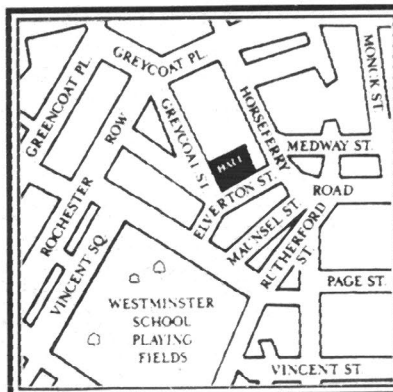
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RECONNAISSANCE REPORT

Rising Gladiator

It is with regret that Gladiator Games have been forced to raise prices on our own figures. 15mm figures have not changed price for approximately three-four years, but the overall costs of production and sales has increased dramatically. Inflation for the same period being 20-25%.

To maintain quality and variety of figures produced it is necessary to bring prices back into line.

We appreciate that when wargamers build units they occasionally need odd figures to finish a unit. To save people the cost of buying whole packets, we are now happy to sell the odd extra figure. The cost will be 15p for Foot, 30p for Cavalry. However we cannot supply any particular variant, only extra figures of a certain code.

Lastly we apologise to customers recently for the occasional delay in turning around mail order business. Our young toddler Ben has restricted the amount of daytime work!! We thank you for your patience, and promise you will get your goods as soon as possible.

25th-26th July

Last minute notice for 'To the Redoubt '92' - Display and participation games. Re-enactors, Traders, Painting Competition, Military History Quiz (for kids), Prize Draw - 1st Prize: a 'Hinchcliffe-Ray Lamb' - French Officer (professionally painted) 80mm figurine!

Entry to Combined Services Museum is included in entry fee! The venue is a Napoleonic Fort housing Army Museum etc, Royal Parade, Eastbourne Seafront - you can't miss the Centurion tank outside!!

For more details contact Trevor Body (sec) 0323 35417 or Alan Wood 0323 760384 e.g. Painting competition classes etc.
STOP PRESS: - There will be a bar!

The Forgotten War: The British Army in the Far East, 1941-1945

A New Permanent Exhibition open to the public from 25th April 1992

Once called the 'Forgotten Army', the British 14th Army at last finds a permanent memorial in a new Gallery at the National Army Museum.

The war against Japan began disastrously with the evacuation of Burma and the fall of Singapore and Hong Kong. However, British and Commonwealth troops came to terms with the difficult conditions in which they fought and appreciated that the Japanese were not invincible. Chindit raids against Japanese supply lines boosted morale and proved that the jungle was indeed 'neutral'. Under General Slim, the reorganised 14th Army beat back the Japanese at Kohima and Imphal and fought their way south towards Rangoon, which they entered in May 1945.

The Exhibition will include original artefacts from the Museum's collections. These include the Victoria Cross awarded to Lieutenant-Colonel Cumming (who rescued his men from a Japanese ambush and later led an escape through Japanese lines), and the 17th Century sword belonging to the Japanese General Honda who surrendered it to Major-General Crowther at the end of the Second World War.

A number of full-scale reconstructions will

show the varied terrain over which the war was fought and reflect the contribution made by people of various nations to the defeat of Japan. The reconstructions include a booby-trapped bridge, a prisoner-of-war hut and a machine-gun position.

Ten Years On: The British Army and the Falklands War

A Special Exhibition to mark the tenth anniversary of the Falklands War

This Exhibition looks at the Argentine invasion of the Falkland Islands and the British response to it. The land fighting is covered in detail but attention is also drawn to the enormous logistical effort involved in transporting the task force to the South Atlantic and keeping it supplied. The effect of the war on soldiers of both sides is also examined. Exhibits include:

The Victoria Cross awarded to Lieutenant Colonel H. Jones for his actions at the Battle of Goose Green.

A Scots Guardsman's compass which stopped an Argentine bullet on Mt Tumbledown.

Film; photographs; artwork; letters from home. A Scout Helicopter.

A Rapier Missile Launcher and Laser Target Marker.

An Argentine twin-barrelled anti-aircraft gun and Panhard Armoured Car.

Historic Warships at Birkenhead

It is exactly 10 years ago - to the day - since HMS *Plymouth* was bombed and battered by the Argentine Air Force. As from today, the frigate HMS *Plymouth* and the submarine HMS *Onyx* open their gangways for the public to step onboard a floating history lesson at Birkenhead. Both ships are veterans of the Falklands Campaign and their contributions were vital to the success of that remarkable operation.

The Background...

Early in 1982 the military government in Argentina, led by General Galtieri, decided that it would try to win an honoured place in its country's history by siezing the Falkland Islands - shortly after, the British government had indicated that the South Atlantic Waters would no longer be patrolled by an RN Warship.

An apparently trivial matter sparked off the crisis. On 9th March 1982 an Argentinean scrap merchant, Constantino Davidoff, landed on the bleak and remote island of South Georgia. The Argentinean Navy had provided transport for his workforce and they then raised the Argentinean flag on this remote British possession.

Thus the long dispute over the sovereignty of the Falklands and South Georgia flared up and on Friday 2nd April 1982, over 1000 Argentinean troops invaded Port Stanley in the Falklands. Grytviken in South Georgia fell the next day.

After an angry debate in the House of Commons, the British government decided to expel the Argentinean invaders. Military experts recognised the problems involved in sending an expeditionary force 8000 miles across the other side of the world to confront a large, well prepared, Argentinean army. It was

going to be a difficult and risky operation. And it was all put together with astonishing speed.

Within one week the first elements of a Royal Naval Task Force had assembled and sailed from home ports and Gibraltar. There, 16 frigates and destroyers were resting after a Mediterranean exercise. Men onboard HMS *Plymouth* were looking forward to a three month spell in the West Indies but she was soon ordered to join the Task Force, and was in the first group of ships to head for the South Atlantic. Since joining the Fleet in 1961, HMS *Plymouth* took part in difficult operations worldwide from the Cod War off Iceland to the Confrontation with Indonesia in the Far East. This looked to be a far more dangerous mission.

Diary

17/19 July, Dragon Con '92, Atlanta Hilton & Towers, Atlanta, Georgia, USA. Fantasy & miniatures competition, RPG, Conferences, dances, trade stands. Contact 404 925 2813.

25/26 July, To The Redoubt '92, The Redoubt, Royal Parade, Eastbourne. Display and participation games, painting competition, history quiz (for kids), re-enactments, trade stands. Contact Trevor Body, 0323 35417.

1 August, Claymore '92, Adam House, Chamber Street, Edinburgh. Bring and buy, display games, painting competition, trade stands. Contact Neil Danskin 031 667 8572.

1/2 August, Model Military Hobbies Exhibition, Parramatta Town Hall, Sydney, Australia. 9.30am Sat, 10.00am Sun. Secondhand stall, participation games, painting and modelling demos plus competitions. Contact Ray Compton 02 477 6696.

2nd August, StaB Open Day, Beaufort Community Centre, Southbourne, Bournemouth. Participation games, trade stands. Contact Dave Powell 0202 420966.

15 August, Partizan, Kelham Hall, Kelham, Nottinghamshire. Display and participation, trade stands. Contact Laurence Baldwin 0602 500066.

22 August, Exeter and East Devon Wargames Group Open Day, Clyst Vale, Community College, Station Road, Broadclyst, Devon. Demonstration and participation games, trade stands. Contact Jonathon Jones 0395 270779.

29 August, Arena '92, Addison Centre, Bedford. 10.30-4.00. Demonstration and participation games, trade stands. Contact Nick Upson, 27 Willow Road, Bedford. Beds MK42 0QS.

30 August, Broadsword '92, Loughton Hall, Rectory Lane, Loughton, Essex. 10.00-5.00. Bring and buy, demonstration games, painting competition, trade stands. Contact K. Brazier, 3 The Mile End, Walthamstow, London E17 5OE.

5/6 September, The Nationals, Royal Horticultural Halls, Westminster, London SW1. Bring and buy, competitions, demonstration games, painting competition, trade stands. Contact Andy Wilcox (competition) 24 Rickmansworth, Pinner, Middlesex HA5 3TG. Simon Lipscombe (other), 16 Taylor Close, St Albans, Herts AL4 9YB.

5/6/7 September, Fantasy Fest Fall '92, Sunbury Pa. Fantasy and historical games, painting competition, dealers. Contact A & B Entertainment, 717 743 4146.

12/13 September, Wessex Regimental Tattoo, Hopton Barracks, Devizes, Wiltshire. Demonstrations, Re-enactments, trade stands. Contact Capt John O'Brien, The Wessex Regiment (Rifle Volunteers), Le Marchant Barracks, Devizes, Wiltshire SN10 2ER tel 0380 723032 ext 26.

19/20 September, Colours '92, The Hexagon, Reading. Bring and buy, competitions, demonstration and participation games, trade stands. Modelling competitions. Contact T. Halsall 0734 875123.

26 September, Nordsturm '92, Stockton-on-Tees. Bring and buy, demonstration and participation games, painting competition, re-enactments. Contact Gary Harbottle-Johnson 0642 670107.

26/27 September, Skirmish '92, The Bridge Centre, Chippenham, Wilts. Bring and buy, participation games, 15mm 6th Edition doubles masters, trade stands. Contact Mike Evans 0249 655918.

10/11 October, Muster '92, The Roundhouse, Bergen/Hohne, Germany. Bring and buy, competitions, demonstration and participation games, painting competition, re-enactment groups, trade stands. Contact T. Lawrence 05141 26584.

18 October, SELWG '92, Lewisham Leisure Centre, Lewisham, London SE13 7EP. 10.00am-5.00pm. Bring and buy, demonstration games, trade stands. Contact Paul Greenwood 081 857 6107.

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ACTION AT TSCHIKOLA

December 1942

by Jim Webster

Recently I have been trying to fight a few Second World War battles in 1/300. However, I was not too fussed about massed tank actions. Because of this I took a look at the Russian Front during the Second World War. What people forget is that the Germans had 294 infantry divisions, as opposed to around 30 Panzer divisions and seven SS Panzer divisions. (These figures ignore such things as divisions formed in 1945 which never achieved more than regimental strength.)

Obviously this means that it is quite easy to find actions that were fought by predominantly infantry forces on each side. Reading through the divisional history of five SS Panzer division (Wiking) I found several episodes mentioned which looked worth further exploration. However sources which have detailed accounts of these actions from both sides are difficult to find. Hence I have tackled this action pretty much as if it was an ancient battle I was researching, combining the few sources to hand, working out a probable scenario, which is backed by research from general sources. So do not treat too much of this as absolute gospel, where possible I have tried to indicate where hard fact finishes and speculation (hopefully reasonable speculation) starts.

In Winter 1942 SS Motorised Infantry Division Wiking was engaged, as part of IIIrd Panzer Corps in the Caucasus Mountains. They had been the spear head of the advance so far, and as the advance ground to a halt in the face of stiffening opposition and enemy counter-attacks they were about as far from Germany as it was possible to get and not be behind Soviet lines. On 9th November 1942 they had been redesignated as a Panzer Grenadier Division, however no-one had yet been withdrawn from the front for re-equipping, so they were still a Motorised infantry division, albeit one with its own Panzer Regiment.

In November 1942 Wiking was engaged heavily in defending Alagir. Unfortunately their right flank, held by 2nd Rumanian Mountain division, was being outflanked. The Red army had managed to bring units through apparently impassable forests and over equally apparently trackless mountain ranges. These units, with some tanks, but very little artillery due to the nature of the terrain they had had to cross, started to attack the Western edge of the German line. Whilst lack of co-ordination between armour, infantry, and air strikes led to the Red army units having comparatively little success, at the end of November 23rd Panzer division was withdrawn to join Manstein's attempt to relieve Stalingrad. This led to an attempt to shorten the front, and a general weakening of the German position in the Caucasus.

Finally in early December the 2nd Rumanian Mountain division (Gebirgsdivision) was under severe pressure. It managed to contain the Soviet attacks but couldn't spare men to extend its western flank. This meant that when the Russians attacked up the narrow Tschikola and Uruh valleys with a fresh Guards Rifle division, all there was to meet them was a few Rumanians, and what are described as 'weak security forces from the military police south of

Tschikola, and a Georgian auxiliary unit near Chasnidon. The main danger lay in the fact the town of Tschikola lay not far south of the Alagir-Zraudon valley road which was the only line of retreat for IIIrd Panzer Corps. This meant that Tschikola had to be held. A remaining police company plus a Sturmgeschütz battery were hurriedly despatched to Tschikola where they managed to launch a counter-attack which allowed the police units, who had already been cut off, to break out and fall back on Tschikola, but they were not strong enough to stop the continuing Russian attacks. Into the breach was thrown the only troops Wiking could spare, one battalion (III Nordland), which with support became Kampfgruppe Collani. They arrived at a point just north of Tschikola, and assaulted the town, driving the enemy out after heavy fighting. They then took up defensive position on the heights south of Tschikola. An infantry company was then despatched over the hills to help the Georgians in Chasnidon. They attacked the eastern flank of a Guards Rifle Regiment in the Uruh valley forcing the regiment to withdraw. The front was restored, but this was only a temporary breathing space. So much for history, now for some speculation. Let's look at the German forces.

Initial German forces

Military police south of Tschikola.
A Georgian auxiliary unit near Chasnidon.
Elements of 2nd Rumanian Gebirgsdivision.

1st relief force

One battery Sturmgeschütz.
The last company of military police.

2nd relief force. Kampfgruppe Collani

III Nordland.
One third of Nordland's regimental gun company.
2 armoured cars.
2 flak guns.
One battery 105mm from AR5.

The Military Police

Probably not Military police as the British and Americans think of them, but Schutzpolizei, who were merely armed police units. They tended to be used for such things as securing traffic routes, moving refugees, and anti-partisan campaigns. However they could get thrown into the front line when things got sticky. Initially used in 500 strong battalions, with three rifle companies and a machine-gun platoon, in June 1942 they were being combined into Regimental strength units. These Motorised Police regiments had three or four battalions as well as signal, armoured car, and anti-tank companies. However, they were equipped with obsolete and/or captured equipment, so were not really front line troops.

For the game three weak green battalions around 250 strong, with four Russian or French armoured cars and a battery of four anti-tank guns, which can be anything under 50mm.

A Georgian auxiliary unit

Whilst many units of Osttruppen had been raised, in a semi official manner in 1941, it

wasn't until 1942 that they were considered important enough to be properly organised. They were formed into 'legions' which never acted together, individual battalions were despatched to wherever they were needed as soon as they were raised, trained, and equipped, normally in Poland. The Georgian Legion initially consisted of Ostbattalione 795 and 796. It is probably one of these battalions which was in action around Chasnidon. They seem to have had the same theoretical organisation as a German battalion, but were often supplied with captured Russian equipment.

For the game a green battalion 400 strong with a machine-gun company should be sufficient.

2nd Rumanian Gebirgsdivision

The second Mountain division consisted of the 4th and 5th Mountain infantry regiments, 2nd mountain Artillery Regiment and 1st Mountain engineer battalion. In the fighting in the Caucasus it suffered heavy losses and was withdrawn for rest and refitting. Due to its performance it received the title 'The Iron Division'. The commander Dumitrache seems to have been well regarded and competent, and his men fought better than expected. It appears that it was one end of their over extended front that was broken through, whilst the rest of the division held firm.

A Mountain Artillery regiment consisted of three battalions. A heavy battalion with two batteries each of four guns with either 100mm (Skoda M16) or 105mm (Normally French) Mountain howitzers. There was a Battalion with three, four gun, batteries equipped with Skoda 75mm M39 mountain guns, and a third battalion with three, four gun batteries equipped with Russian M09 76.2mm Mountain guns.

There was a two company engineer battalion, and a divisional anti-aircraft machine-gun company with three platoons, each having four machine-guns.

The divisional anti-tank Battalion had 12 anti-tank guns, in either two or three companies, the Rumanians used the French Hotchkiss 25mm gun, both the German Rheinmetall and the Polish/Swedish Bofors 37mm gun, and the French Schneider and Schneider-Creusot 47mm guns.

Finally the Mountain infantry regiments each contained two infantry battalions with a signals company and an engineer company. The Battalion had three rifle companies, a two section mortar platoon, and a three platoon Heavy machine-gun company with 12 machine-guns. A rifle company had a mortar section with two 60mm mortars, the Mortar section tended to have 81mm mortars.

For the game we can assume that all that has got involved is the trailing edge of the division, a normal infantry battalion 500 strong, which as it was the end of the line was stiffened by an Anti-tank battery of four guns (1 model), and an Anti-aircraft machine-gun platoon of four machine-guns (1 model).

1st relief force

One battery Sturmgeschütz.
The last company of military police.

2nd relief force

III Nordland.

One third of Nordlands regimental gun company.

2 armoured cars.

2 flak guns.

One battery 105mm from AR5.

III Nordland was the third battalion of the Nordland Regiment of five SS Panzer Grenadier Division Wiking. Unfortunately whilst it had been informed that it had been upgraded to Panzer Grenadier from Motorised infantry on 9th November 1942, the situation and the front was such that no-one could be spared for re-equipping, so they were Panzer grenadiers in name only.

III Nordland was a battalion composed entirely of Finnish Volunteers, and was actually overstrength. Up to November 1942 it had received 1,027 men, and its total killed in action up to when it returned to Finland in April 1943 were only 255. However if you assume three wounded for everyone who dies and also assume that half the killed had been killed before this action this means the battalion is about 700 strong. However, on 7th December 1942 200 replacements were received by the Battalion which means its strength could have been as high as 900.

For the game I'd suggest 900 seasoned or veteran elite infantry. Indeed all elements from Wiking should be seasoned or veteran elite.

The regimental gun company should consist of six 75mm infantry guns and two 150mm heavy infantry guns. These should not be confused with the artillery pieces of the same calibre, they were lighter and had considerably less range.

For the game it depends upon your ideas of a third of eight guns. I'd say give them either two 150mms, or three 75mms.

Two armoured cars is difficult. An infantry division should have three as part of its Recce Abteilung. In summer 1941 they had SdKfz 232's with the 20mm gun. This is what I'd give them for the game.

Two flak guns is also a little difficult. Photographs and documentary accounts show that Wiking had both 20mm and 37mm flak, all single barrelled weapons that were towed into action. I have not seen anything yet which would prove they had 88mm flak as well at this point, but I'm willing to be convinced otherwise.

For game purposes the choice is yours.

The battery of 105mm guns is just that. Four 105mm howitzers. Just standard.

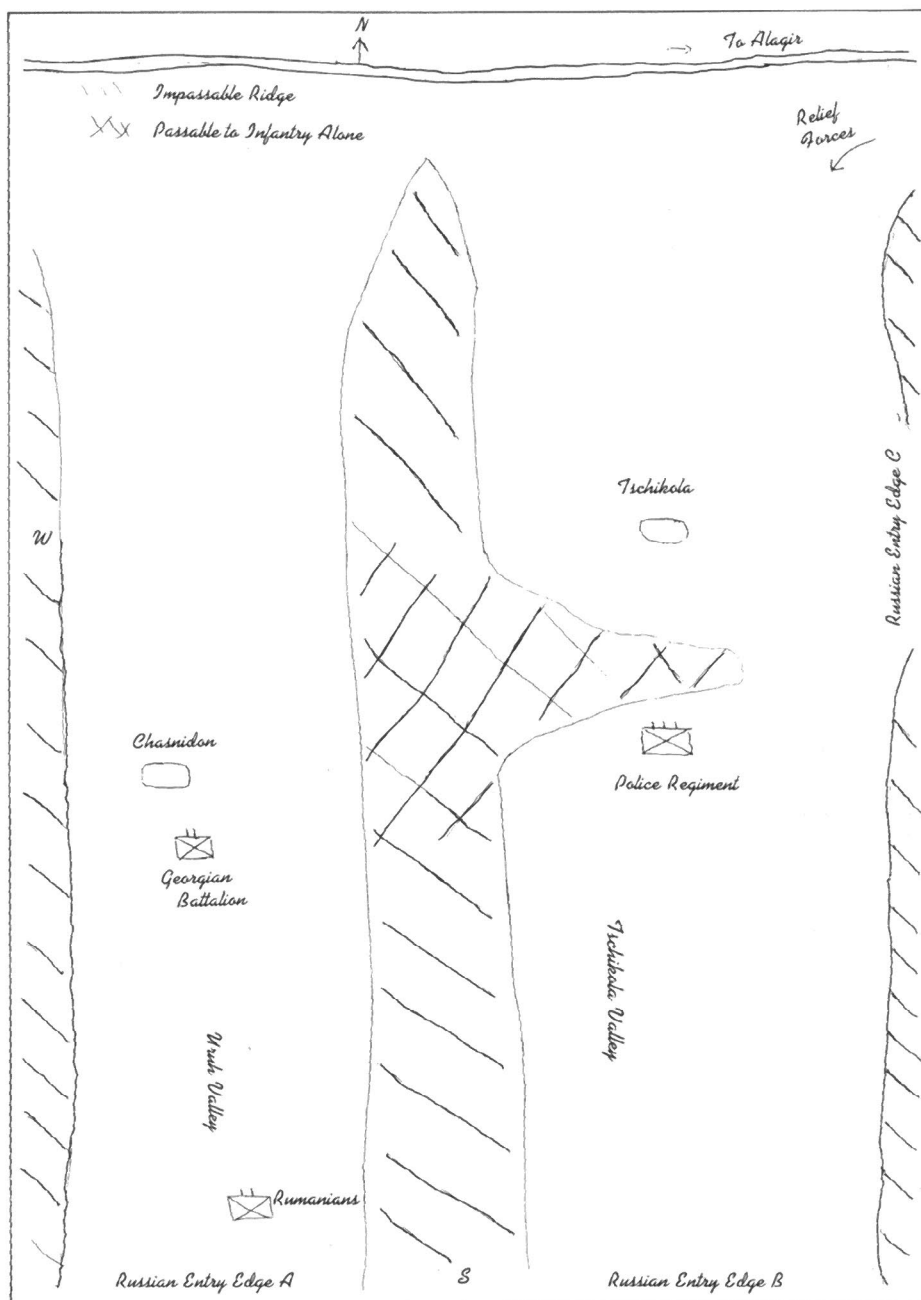
The battery would probably consist of around four Stug IIIs. In Mid 1942 the Stug IIIs being produced got the long barrelled 75mm gun as opposed to the original short barrelled 75mm, vastly improving anti-tank performance. Just which these would be is up to you.

For the police company I'd suggest that it would probably be of reasonable strength if only because it would probably be stiffened with the combings of the HQ and any detached elements before being committed.

For the game I'd suggest 200 men, Green.

Russians

This is apparently simple, one guards rifle division, albeit one without artillery. Back to



hard fact.

The Guards Rifle Division differed only slightly from an ordinary Rifle division. Its replacement pool, at 200 officers and men was twice the size of normal, and its rifle regiments had two sub-machine-gun companies, not merely one. It was also better served with support weapons, having slightly more anti-tank guns, 76.2mm guns and howitzers, and mortars. It was also better provided with radios and services. Other than that it could be expected to behave better under combat as some of its personnel would have seen combat before. The guards designation was awarded to a unit for achievements in combat. Unfortunately these achievements could have seen the unit so devastated that it had to be rebuilt from scratch using the survivors as a cadre around which the new unit was formed. This being so the Guards units should get some sort of bonus for the designation, but they could still be green, normal, or even occasionally veteran.

A rifle division had its HQ and HQ company, a horse mounted Recce troop, 74 strong, formed up into 12 sections each with a light

machine-gun, the troopers were all otherwise armed with sub-machine-guns. As well as such services as the signals company, the veterinary troop, the bakery company and the like there was a divisional engineer battalion, a divisional artillery regiment with 24 76mm guns and 12 122mm Howitzers. There was a divisional anti-tank battalion, often motorised, with 12 45mm anti-tank guns and 36 anti-tank rifles.

Up to summer 1942 the Division had its own Anti-aircraft battalion with nine 12.7mm anti-aircraft machine-guns and six 37mm anti-aircraft guns, this it lost, but in summer 1944 it regained a company of 18 12.7mm anti-aircraft machine-guns. The division also had three rifle regiments.

The Guards Rifle regiment had its HQ and staff, a recce company 40 strong, half armed with rifles the rest sub-machine-guns, and half mounted. There were two Regimental sub-machine-gun companies, each 100 strong, armed entirely with sub-machine-guns, and an anti-tank rifle company with 27 14.5mm anti-tank rifles. There was a 27 man strong engineer company, a Regimental anti-tank battery with

six 45mm guns, and a regimental Howitzer battery with four 76mm howitzers. Finally in the teeth arms there was a Mortar battery with eight 120mm mortars and three rifle battalions.

The theoretically 619 men strong rifle battalion, as well as HQ and signals had three rifle companies, each 143 men strong, a machine-gun company with 58 men and nine 12.7mm heavy machine-guns. There was an anti-tank platoon with nine 14.5mm anti-tank rifles and a mortar company with nine 82mm mortars. Finally there was a gun platoon with two 45mm anti-tank guns.

In this scenario we know that due to the terrain the division had had to cross to arrive at its jumping off point for the attack it was without much, if not most of its artillery. But just how much? Back to supposition.

A Russian 122mm Howitzer weighted, travelling with limber, 2,530kg. They were towed by artillery tractors. The Divisional 76mm guns weighed not much less, depending upon which model you are looking at. The 76mm guns were however horse drawn which means that in rough terrain they were potentially more mobile.

However the regimental 76mm Howitzer weighed only 1,595kg travelling with Limber, and the 120mm Mortar had a travelling weight of a mere 560kg. Similarly the 45mm anti-tank gun had a travelling weight of 510kg. I would suggest that for the purpose of the game the Guards rifle division had its regimental 76mm howitzers, and its 120mm mortars, with a few anti-tank guns.

With regard to manpower available the *Handbook on USSR military forces*, Nov 1945 produced by the US Department of the army is interesting in its section on Mountain warfare,

Basic principles, it says the following.

'There are often gaps between friendly front sectors which may be occupied by the enemy. The appropriate disposition of second echelon and reserve troops is of the utmost importance for coping with enemy attempts at envelopment, outflanking and infiltration. Up to one sixth of the entire infantry forces and up to one fourth of cavalry should be designated for this purpose.'

There is also an interesting quote about engineers, *'each independent unit or element, regardless of its composition, must be reinforced with engineers or assistance in overcoming terrain obstacles, for building bridges, laying corduroy and other types of roads, forcing rivers, getting through swamps, conducting terrain reconnaissance etc.'*

So let's look at our Division. It's lost all its artillery, except for some regimental 76mm howitzers, 45mm anti-tank guns and its 120mm mortars, its engineer battalion is almost certainly trying to keep the road open, and improving it to allow for the passage of supplies, and hopefully the rest of the artillery. Then of its nine infantry battalions, two are probably held to counter any enemy attempts at envelopment, outflanking and infiltration.

Playing the game

You can see the basic outlines of the terrain on the map. The two valleys can well be played on separate tables some distance apart, as there should only be very little movement between tables. Only the German player should know that it is possible to cross with troops between the Uruh and Tschikola valleys. The Russians can discover this when they mount the spur south of Tschikola.

The Germans initial deployment is as shown

on the map. The valleys should be more cluttered with villages, fields, orchards, streams and broken ground than is shown on the map.

The Russian player must divide his force into at least two groups, or up to three. One group must arrive on table at Russian entry edge A, and a second must arrive at Russian entry edge B. The possible third may enter at Russian Entry edge C. This third force hasn't really any historical validity, it is a game mechanism, as it virtually guarantees that Tschikola will be at least partially surrounded by the time the relief forces arrive. The third force, if the Russian player decided to use one, may not have any artillery with it.

The German Relief forces arrive reasonably early, the first arrives at the end of move two, so it makes its first on table move in move three. This should mean that Tschikola is in danger of being cut off, but the situation isn't hopeless. The second relief force can arrive several moves after this, 1d6 is as fair a way of doing this. Ideally you should measure your table and work out how many moves it will take the Russians to move from one end to the other unopposed. The second relief force should arrive in just less than this number of moves.

Objectives. The Russian forces want to cut the east-west road which forms the Northern table edge, the Germans want to prevent this, ideally keeping the road out of reach of Russian artillery.

So there you have it, The Russian Front! No panzers, virtually no armoured vehicles, and even a few horsemen for the traditionalists. How about having your divisional recce troop cutting down fleeing fascists as they ride towards Berlin?

HEREWARD THE EXILE

As Wargame Subject

by Peter P.H. Heath

Assuming that you have already read the first article about Hereward, the epitome of the 'English Hero' (and a real historical figure, to boot!), there is, I'm sure you will agree, great potential for wargaming the 'Dark Ages' in general, and the exploits of our hero in particular. Therefore, we are talking skirmish wargaming!

Colin Chapman, the genius behind Lotus Cars, once said that all small cars have a habit of gaining weight, which, if you think about it, is very true, but this applies in a wargames context just as well. All 'back of a postcard' rules have a tendency to grow addenda sheets, and in a short time become weighty tomes, a process which successfully defeats the original object of the exercise. The rules which I herewith present for your delectation, while not really caste in the 'back of a postcard' mould, are, I hope, all that you will need in written form. Events beyond the basic scope of those covered here I leave to your common sense, (something sadly lacking in some wargamers, but I suggest that you do not ask anyone who lacks this basic human facility to take part in a second game!).

'Wars Across the Saxon Shore'

Dark Age and Early Mediaeval Skirmish Wargaming

The following material is provided on the basis 'keep it simple, keep it fast'.

a. Each figure has his own 'personality' and fighting ability, i.e.:

RANULF - Morale 4
Weapons - Spear (4), Dagger (1)
Armour - Mail (2), Round Shield (1)

EXPLANATION:

Ranulf's base morale is 4 (he is therefore an about average warrior). Ten would be a hero, 1, a rubbish peasant type. (I suggest that your force makeup should therefore be determined by 1D10.)

Ranulf's figure has weapons. These are the ones on the metal figure, and are all that he will ever have. In Ranulf's case the spear, with a factor of 4, is his primary weapon. (If in doubt, the primary weapon is the one with the highest factor.)

Ranulf's figure also has the armour. If he is hit, the armour takes some, or all of the potential damage.

b. COMBAT. For details of what happens in combat, or should I use that phrase so beloved of jargon merchants, the 'combat mechanisms', here's an example, from which you will garner

all that you will need, and avoids 20 sections and sub sections of confusing waffle!

EXAMPLE:

Ranulf is involved in fight with another figure once they come into base to base contact, (or near as damn it). The other figure is equipped the same as our chappie and has the same morale. Ranulf throws a '3' on a D10, his enemy throws a '5'. Ranulf, because he has thrown below his weapon factor (4), has made a hit. Neither figure gets an adjustment for morale. The other fellow's armour, however, is worth a combined factor of 3 (armour = 2, round shield = 1). What a shame! Ranulf has thrown only one (1) below his enemy's armour value. The other chap is now pushed back, and Ranulf gets an extra -1 on his die role next turn. If Ranulf had rolled two (2) below the enemy would have been disabled, or if he had rolled three (3) or more below, his opponent would have been seriously dead.

c. WEAPON TYPES (hand)	Factor
Farm implement, bare hands, club, dagger	1
Short sword, hand axe	2
Spear	4
Great sword, danish axe	5*

* May not use a shield whilst wielding these weapons.

d. ARMOUR	Factor
None	0
Leather	1
Mail	2
Round Shield	1
Great (kite) shield	2

Though not really fitting into this section, I suggest 'defending obstacle' type of actions generate 1 or 2 factors, depending on type and circumstance.

e. MORALE	
'Pressed levy'/peasants	
'Random' generator (D10):	1,2
Combat adjustment	+1
Standard warrior	
'Random' generator (D10):	3,4,5,6
Combat adjustment	0
'Bodyguard', commander	
'Random' generator (D10):	7,8,9
Combat adjustment	-1
'Hero'	
'Random' generator (D10):	0
Combat adjustment	-2

If, as a result of being pushed back, your figure is still about (i.e., not disabled or dead), the following morale results occur.

If pushed back: (Note that these effects apply with consecutive pushbacks).

Once: Pressed levy and peasant types run away. Others continue to fight.
Twice: Standard warriors run away, others continue to fight.
Thrice: Bodyguard runs away. Commander and hero(s) continue to fight.

All figures have the option to run away if they so wish. However, if they do run, each figure's morale drops by one (1), and remains at this level until they have a chance to acquit themselves (or deteriorate still further!) at a later date. If at the conclusion of a fight you have any figures still standing who have actually killed enemy figures (NOT dispatched the wounded after the event!) and still survive, each figure's morale goes up by one (1). This only applies if they are figures which have not run away. (This means that if the commander of a warband orders his men to retreat, his men do not necessarily find themselves branded cowards!)

f. DISABLED FIGURES

If a figure is disabled in battle, the following things will happen.

Throw a D10 for each figure disabled.
1-3 Very serious wound. This is a job for EXIT.
4-8 Wound. The figure will recover, but will take the number of months you threw on the dice.
9-0 Light wound/serious headache. Figure will be back in action next day.

Obviously, if the figures are those of a defeated side, EXIT is the result for those throwing 1-8. Those throwing 9-0 are likely to become slaves.

g. DISTANCE WEAPONS

	Range
Light bow	0-10" (D10)
Sling	0-6" (D6)
Rock	0-4" (D4)

The effect of a distance weapon is dependent upon range. The range is firstly measured.



'The Wakes owned by mid 12th Century Hereward's old manor ... From here it was a simple step to adopt the famous hero into the Wake family by "marrying" his daughter to their ancestor'.

Knightly: Folk Heros of Britain, 1982

(Once range is measured, the figure MUST fire.) The dice roll to hit is the same or greater as the distance to his target, i.e. an archer fires at his target 7 inches away. He must throw a 7 or more on a D10 to hit.

Once a hit has been registered, what about the effects? These are dependent upon both the die roll and the armour worn by the target. Let's say that our man Ranulf has been hit by an arrow, fired 7 inches away. The archer threw a 9, (2 over his base 'to hit' value). Ranulf's armour is worth 3, so the arrow has not penetrated, BUT Ranulf is pushed back half an inch (by the hit, surprise, shock, fear or whatever!). The same system applies with other distance weapons, and it doesn't take a genius to work out that the bow, at close range, can be lethal.

NOTE: Bows were only rarely used during this period, so more than 1 per 10 figures is excessive!

h. MOVEMENT (in inches)

Encumbrance: None			
Crawl	Walk	Run/Canter	Any obstacle
1	3	6	Half speed

Encumbrance: Leather			
Crawl	Walk	Run/Canter	Any obstacle
1	3	5	Half speed

Encumbrance: Mail			
Crawl	Walk	Run/Canter	Any obstacle
1	3	4	Half speed

Encumbrance: Horseback			
Crawl	Walk	Run/Canter	Any obstacle
N/A	4	8	Half speed, no cantering

Movement is alternate, but each turn both sides throw a die. The highest chooses who moves first that turn. Firing takes place at the end of both side's movement, then melee. Run always take place in the next movement phase. NOTE: If a figure runs away from melee, he does NOT come back for the rest of the game!

Well, that's not so bad, now is it? Onward then, to the matter of organising your 'army'. (Army, in a 20th Century context is too grand a word for it, so let's call it a warband.) A force of more than 20 figures per side for a normal game of an hour duration is really unnecessary.

The Figures

I cannot speak with authority for 25mm figures, as I use 15mm for my warbands, but the following principles are worth considering. As this is skirmish wargaming, with small numbers of figures involved, there really is no need to have serried ranks of men, all in the same armour, and same pose, carrying the same weapons. In 15mm I have built up a collection of individual figures in the last 18 months, from peasants with pitchforks, to Norman knights on horseback, using many different manufacturers, (which, incidentally, gives you some idea of the eccentric approach figure designers have to scale!). Currently my tally stands at something over 100, not counting a number of (dwarf) cattle, sheep and goats made by Irregular Miniatures. Unfortunately many manufacturers these days market their figures in packs of five or six, all in the same pose, so getting several friends interested and swapping figures may be your best bet.

Painting

As to painting the figures, I have used such diverse sources as *Miniature Wargames*, 'kiddy' books on the Normans, Vikings and Saxons and the Osprey book, 'Saxon, Viking and Norman', the illustrations from which give a good guide, but the text is mostly drivel. A good rummage about in your local library will, in any case, dig up some examples to start with.

Terrain and Buildings

With reference to terrain and buildings, perhaps this, taken from W.G. Hoskins book, 'The Making of the English Landscape', will set the scene.

'Much of England (in 1086) was still thickly wooded, even in districts that had long been settled. Generally it was a thick oak and ash forest ... From rising ground England must have seemed one great forest, an almost unbroken sea of tree-tops, with a thin blue spiral of smoke rising here and there at long intervals.'

In other words, except for a clearing about any buildings, just large enough to raise crops, forest, moor or marsh was the order of the day. Buildings can be made yourself very easily from balsa, of the 'rude hut' variety. In reality most buildings would have been rectangular, with a wooden frame, wattle and daub walls and thatched roof. (Remember that windows were almost unheard of for the 'common man'!) Hedges were used to mark things like estate boundaries, but were otherwise uncommon, and there is some archaeological evidence that wicker fences and hurdles were used to pen livestock.

Having now covered the basics of this period, you will, I hope, now decide to 'have a go', and spend up to £5 raising a warband! I suggest a few games based on the 'villagers face a raiding party' scenario, so beloved of all wargamers, followed by the 'You killed my brother. Step outside ... graduating to the 'Who's that in the shrubbery?' scenario. Each of these games should take no more than an hour or 90 minutes, so two at least in an evening is realistic. Having mastered the rules, then time for a campaign based initially on the exploits of Hereward himself in the last article, using the map as the basis of the campaign area.



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THE RELIEF OF PONTEFRACT, 1645

by John Barratt

Introduction

The Relief of Pontefract Castle in March 1645 by Sir Marmaduke Langdale and his Royalist Northern Horse was one of the most remarkable operations of the English Civil War. It involved an epic cross-country march, out-marching and outwitting superior enemy forces, and winning two hard-fought major actions. Both of these make interesting and neglected wargame subjects, whilst the operation as a whole lends itself well to a map campaign game.

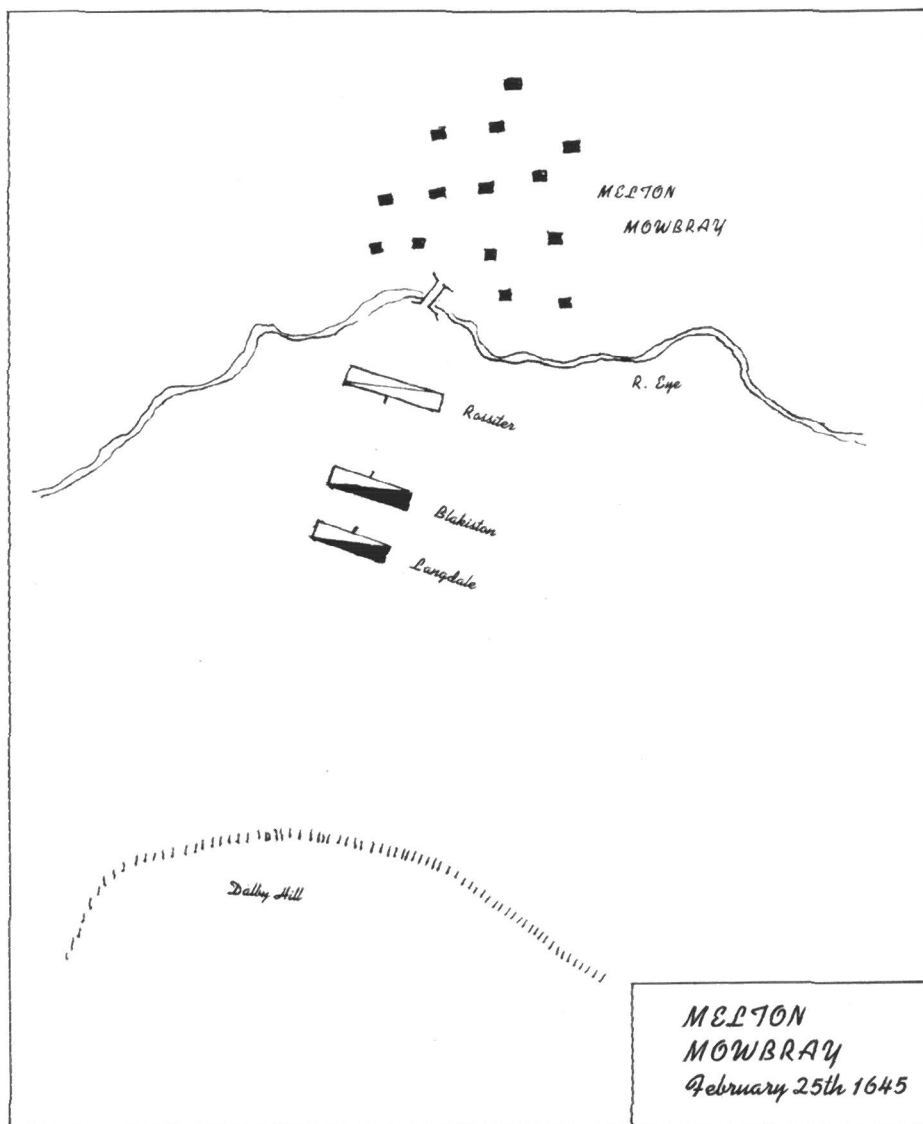
Preliminaries

The winter of 1644-45 found the Royalist cause in England at a low ebb. Though the King had avoided defeat in the South, and at least held his own, most of the North of England had been lost after the great Royalist defeat at Marston Moor (2nd July). But a few garrisons still held out, notably Pontefract Castle and the defenders of Scarborough and Carlisle. And not all of the King's Northern supporters had given up the fight after Marston Moor. About 1,500 of the formidable Northern cavalry had made their way South, into 'exile', seeing in a Royalist victory the only hope of restoring their own fortunes in their home territory, now under the occupation of the Parliamentarian forces and their Scottish allies.

The Northern Horse, as they were called, were a mixed bunch. They included the fragments of more than a score of the regiments of horse which had seen long and successful service in the army of the Earl of Newcastle, and had distinguished themselves on a number of occasions, most notably at Seacroft Moor and Marston Moor. They had had a hard time since that defeat, being mauled in several small engagements during their long trek southwards, and suffering even more from desertions. That the Northern Horse had survived at all was largely due to the personality of their formidable commander, Sir Marmaduke Langdale.

Langdale, a Yorkshireman, ranks amongst the most effective commanders of horse of the Civil Wars. Born about 1598, he served in Europe with the forces of the Queen of Bohemia, and from early on, seems to have inspired a mixture of fear, dislike and devotion among those who knew him. In character Langdale was dour, hard-bitten and forbidding, with a rare ability to alienate people. His eldest son is said to have been so much in awe of his father that he was too afraid of him to tell him when he was dying, and Lord Clarendon wrote of him as 'a man hard to please, and of a very weak understanding yet proud, and much in love with his own judgement'.

Others saw Langdale differently however, and some idea of the loyalty which he inspired among his troops may be gathered from the Diary of Sir Henry Slingsby, who rode with the Northern Horse during the Naseby campaign. He wrote of Langdale's troopers 'they showed a mind indifferent what way they went so they followed their General, and such an army had Caesar of whom they wrote that he would be so severe and precise in exacting discipline, as he would not give them warning of the time either of journey or battle, but kept them ready, intente and prest to be led forth upon a sudden every



minute of an hour, whithersoever he would. And as Julius Caesar was severe in requiring an exact observance of strict discipline, so he would teach them to endure hardships by his own example, fighting from his horse and leading them on foot many times with the head bare, whether the sun did shine or the clouds did pour rain'.

Langdale was fortunate in having a capable team of senior officers, notably his second in command, Sir William Blakiston, a man of great personal bravery, who had done well at Marston Moor. Other capable commanders included Sir Gamaliel Dudley, who had distinguished himself in the fighting against the Scots during the spring of 1644, and was to write the 'official' Royalist account of the Pontefract operation, and Sir Philip Monckton, another hard-fighting commander, described by Clarendon as 'mad'!

The Northern Horse were not an easy proposition to command. They included a high proportion of officers, and except perhaps for one or two of the larger ones, the regimental structure had broken down, so that they seem to have increasingly been organised into squadrons containing elements of several units. Discipline, at least off the field, was always bad; George Monck, who encountered the

Northerners in 1645, described them as a 'rabble of gentility'. Cattle-stealing, a time-honoured tradition in Durham, Northumberland and Cumberland, from whence many of the Northern Horse originated, had been a common feature of the Northern cavalry since the beginning of the war, and the Northern Horse were to achieve a fearsome reputation for plunder and worse alleged atrocities wherever they went. Though the Northerners had fought well in the past, their record since Marston Moor had not been such as to inspire confidence; it remained to be seen what benefits had been gained from a winter of rest and reorganisation.

A key consideration throughout the history of the Northern Horse was that its members were motivated at least as much as from their loyalty to the King by a burning desire to liberate their homelands, and by February 1645 this had reached such a pitch that the officers, (doubtless with Langdale's knowledge and at least tacit consent) sent a Petition to the King. After pointing out that 'many of our soldiers are already wasted, and do daily moulder away, and that the main of our present strength consist of officers, gentlemen of quality, and their attendants, unmeet for these duties

which are expected and required', the officers described the desperate condition of Pontefract and the other Northern garrisons, and claimed that if allowed to march to their relief, they would be able to raise the North once more for King Charles.

This petition was not an easy one for the King to deal with. The formation of the New Model Army, and the general dwindling of Royalist strength, meant that he would need every available soldier with him for the opening of the spring campaign in the South, but the near mutinous tone of the Northern officers seemed to threaten that Langdale's men might simply desert or go off independently if their views were not taken into account.

Furthermore, the Northern Horse had a powerful ally in the shape of Prince Rupert, recently appointed General of the Royalist armies. He was anxious to avenge his defeat at Marston Moor, and fully aware of the importance of the North, and the ultimately fatal effects which its loss would have on the Royalist cause unless rectified.

What is less clear is how far the claims of the Northern officers were in fact justified. The Parliamentary Army of the Northern Association, under the command of Lord Fairfax, was still in the process of reorganisation, whilst Leven and his Scots hovered in Cumbria, distracted both by the Siege of Carlisle, the threat posed at home by Montrose, and increasing friction with their Parliamentary allies. It is certainly the case that the Parliamentarians felt that control of the North was far from secure, and given the stimulus of a victory followed by a reasonable breathing space, it was quite possible that the powerful nucleus represented by the Northern Horse could have been filled out into a force representing a very serious challenge.

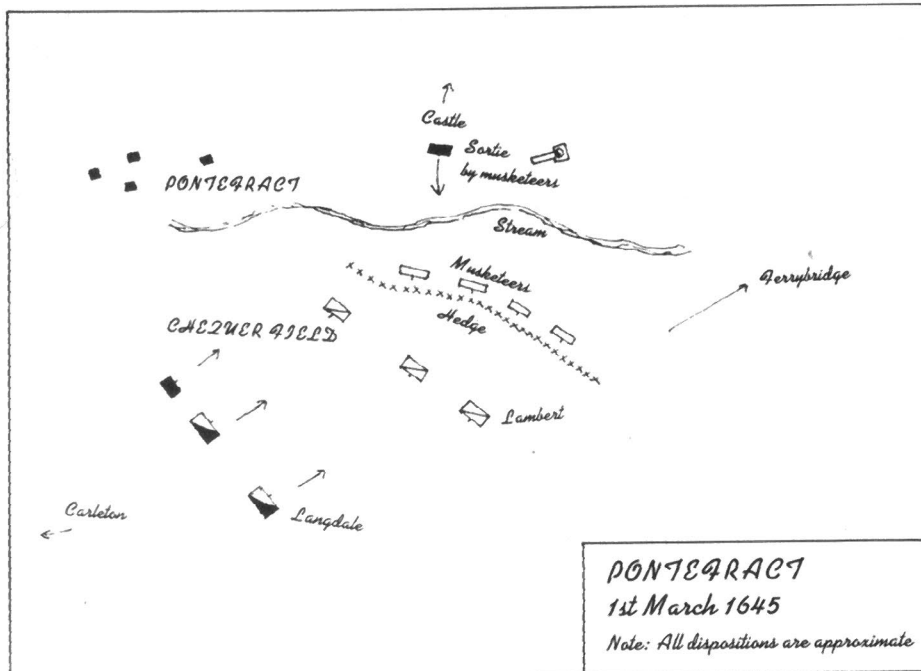
Probably as a result of the joint efforts of Rupert and Langdale, a compromise was arrived at. The Northern Horse would be permitted to march to the aid of Pontefract, the most immediately threatened garrison, and there was also apparently some vague assurance of further assistance for the North once the main campaigning season began, before which Langdale and his men were to be back with the main army.

Pontefract Castle, besides being one of the few remaining Royalist garrisons in the North of England, was of considerable strategic importance, commanding the crossing of the River Aire on the most favourable route for any Royalist thrust into the Vale of York. Its garrison, under Sir Richard Lowther, included a considerable number of leading Northern Royalists and 'reformadoes' – officers who had escaped from Marston Moor and the collapse of the Northern Royalist army which had followed it. Pontefract Castle itself was not under serious threat until Christmas Day, 1644, when Lord Fairfax's men stormed the town and were then able to directly threaten the Castle itself.

An appeal for aid reached the King by about 10th February, and helped strengthen the case of the Northern Horse.

The Royalist Forces

By this stage the 1,500 men of the Northern Horse seem to have been organised into two brigades. One was Langdale's own, possibly commanded operationally by Sir Phillip Monckton. It may well have consisted of the remains of those regiments which had been chiefly raised in Yorkshire, Lancashire and



perhaps Derbyshire, and probably included elements of the following regiments:

Sir Marmaduke Langdale's Reformadoes
Sir Marmaduke Langdale's Regiment
Sir William Mason
Francis Hunagat
Sir Phillip Monckton
Sir Francis Middleton
Sir Gameliel Dudley
John Shallcross
Francis Malham
Sir John Gurlington
Sir William Bradshaw

For tactical purposes, the brigade seems to have been formed into two divisions, commanded by Monckton and Sir Gameliel Dudley. Each division formed two squadrons; these, each theoretically consisting of about 200 men, formed the basic tactical unit in the field, and, somewhat surprisingly, considering the large number of field officers available, seem sometimes to have been commanded by captains.

The second brigade was commanded by Sir William Blakiston, and probably included troops from Northumberland, Durham, Cumberland and Westmoreland. Regiments represented included:

Sir William Blakiston
Ralph Mylott
John Forcer
John Errington
Francis Carnaby
Sir Francis Anderson
Sir Francis Howard
John Smyth
Edward Grey
Sir John Preston
Sir Edward Widdrington

Once again this brigade was organised into two divisions, probably with Edward Grey and Francis Carnaby as commanders.

The March Begins

If the relief attempt was to succeed, speed was essential. Marching North via Chipping Norton from their quarters in Hampshire, Langdale

and his men were at Banbury on 23rd February. They may have received a few reinforcements here from Northern Royalists who had spent the winter in Oxford, as well as the temporary support of some of the Banbury horse (Earl of Northampton's Regiment) led by Sir William and Charles Compton. Total strength was probably now about 1,800 horse. On the 23rd, the Royalists left Banbury on the first stage of what was to prove an epic march.

The advance guard was formed by the Banbury horse, and soon after the march began the Royalists received word of a party of Northamptonshire Parliamentary horse under Colonel Lydcot, quartered near Flore. The enemy had also learnt of Langdale's approach, and were drawn up on Borough Hill, just outside Daventry, intending to cover the retreat of a company of their foot. Compton sent out a forlorn hope of 30 men under Captain Flammock Colbourne to provoke their opponents into abandoning their strong position. Then the rest of the Banbury horse came up, Lydcot's men withdrew, and were hotly pursued by the Royalists. Langdale's men remained in reserve. The Parliamentarians were chased along a lane, but, fortunately for Lydcot, their foot had time to line the hedges near Weedon Church. It seems that the Royalist pursuit was checked here, at least temporarily, but Lydcot's men retreated in some disorder to Northampton, having lost about 50 men taken prisoner and many horses and arms. Lydcot is said in one account to have narrowly evaded capture by throwing his scarlet cloak over the head of his pursuer's horse.

This was an encouraging start to the expedition, particularly as the enemy were still in the dark about Royalist aims.

But by the 26th, Sir Samuel Luke, Parliamentary Governor of Newport Pagnell, was able to write: 'Those forces which went from Banbury towards Newark prove to be the broken forces belonging to the Earl of Newcastle which have wintered near Salisbury and are belonging to Sir M. Langdale's brigade . . . and are to recruit themselves in the North and to relieve those places in danger by our forces'.

Although Luke was incorrect in some of his details, he at least had the right general idea about the Royalists' objective; the question now was, would there still be time to stop them?

The Action at Melton Mowbray

After spending the night at Daventry, the Northern Horse (the Banbury forces having returned home) continued their march on Monday 24th February, reaching Market Harborough without any sign of the enemy. That night, Langdale received reports that the Parliamentarian horse of the East Midlands, under Colonel Edward Rossiter, were being mustered, though their plans were unclear. However the next evening (25th February), as the Royalists approached Melton Mowbray, they were, wrote Sir Gameliel Dudley, 'full assured; for approaching neare the Towne [probably along the road from Grear Dalby], we discovered some horse and dragoons in it, and upon another passe of the water in a faire Meade, about halfe a mile from the Towne, their maine strength (as we judged them) being neare 2,000 in all, were drawne up to oppose us (as Sir Marmaduke Langdale did conceive) at the passage, being a place of very great advantage, for which purpose he was instantly putting himself in a posture to endeavour to force the passe, but their eagerness to fight saved us that labour, for by the time we were well in order, drawn up, and had gained the brow of the Hill on the South side of Melton, the enemy was advanced through the Towne to meet us, and in a gallant fury gave us a bold charge upon the very ground chosen by us to fight upon; the encounter continued hot and sharp a good while, with severall appearances of sucesse on both sides, but at length they were wholly routed, many of their Commanders slaine, many hurt, and all the body scattered into their severall Garrisons, the fatigue of our long March, and the night intervening, prevented our pursuit of them in a strange country, but we slew upon the place neere 100, and took almost so many Prisoners and foure Colours of Horse. The losse we sustained was small, only Sir John Girtlington and Captain Gascoign, two gallant Gentlemen, both slaine in the first Charge, and some few wounded . . . The pursuit of the Enemy being done, and the pillage of the field gathered by our men, wherein was good store both Horse-mens Armes and Pistols.'

The Royalist newsletter, 'Mercurius Aulicus', stated that the brunt of the fighting was undertaken by Blakiston's Brigade, and that the Parliamentarians lost 57 prisoners, 150 muskets and three cornets, with the Royalists sustaining a total of 10 casualties.

Such figures are notoriously unreliable, and, not surprisingly, Parliamentarian versions differed sharply. They claimed that Rossiter's force consisted of his own Regiment, Colonel Charles Fleetwood and the Burreigh Horse, according to them a total of 900-1,000 troopers. They claimed that they had decided to advance through Melton Mowbray and engage the Royalists 'lest in delaying we should have an enemy in our reare' - they feared intervention by horse from the Royalist garrison at Newark. But 'the passages being so straight in the town, before we could get our body drawn up, the enemy marched fast on us, so that we were forced to charge them with Col Rossiter's Regiment and Capt Poe's and Capt Moody's troops'. This, they claimed, 'was done with good success, routing severall bodies of the enemy and doing good execution on them (as the enemy themselves confess) till being overpowered by numbers and reserves of the enemy we were forced to retire in disorder, the rest of our body that should have supported us not withstanding'. They admitted to losing Captain Poe's colours, but took three cornets of the enemy, and killed at least 40 of Landale's men, or by one account 100, including Colonel Samuel Tuke (who was not in fact present) and Major Kellington.

Whatever the true tally of casualties, the fact remained that Rossiter had failed to halt Langdale, and still had no certain knowledge of

his objective: 'they are now in their march to Newark and some think they intend for Pontefract, others for the Association.' The game was still very much in Langdale's hands.

Despite having already marched that day '15 long dirty miles', Langdale pressed on that night beyond Belvoir Castle, quartering at Botesford and Norrington. On the 26th the Northern Horse rode on some four miles beyond Newark, causing Parliamentarian troops from Lincoln and Welbeck to abandon the siege of Norvill House, an outpost of the Newark garrison. Langdale was reinforced by about 400 horse and a smaller number of foot from Newark, commanded by Lieutenant-Colonels Rolleston and Cartwright.

As mentioned earlier, the Northern Horse had always had a certain notoriety, but some evidence suggests that their march to Pontefract was accompanied by fairly systematic brutality against civilians and their property. In part this was symptomatic of the growing breakdown of discipline in the Royalist forces, but it is also clear that Langdale's increasingly desperate followers had little hesitation in venting their bitterness on what they regarded as enemy territory.

Approach to Pontefract

The Parliamentarians were still in considerable doubt concerning Langdale's intentions, and this uncertainty paralysed any effective countermoves. As late as 2nd March, Sir Samuel Luke was writing to Sir William Brereton, Parliament's commander in Cheshire: 'Last week there passed by 2,000 horse under Sir M. Langdale which must join with those coming towards you, but whether they come to the enemy's forces in your country or they in your country must go to them, I cannot yet determine'.

Lord Fairfax and the Northern Parliamentarian forces besieging Pontefract had been aware of Langdale's activities for several days, but there was considerable doubt concerning his objectives, an attack on the Eastern Association being thought possible. The result was renewed hesitancy amongst the local Parliamentarian leadership. Rossiter, already shaken by the rough handling his troops had received at Melton Mowbray, held back still more because of concern for his home territory.

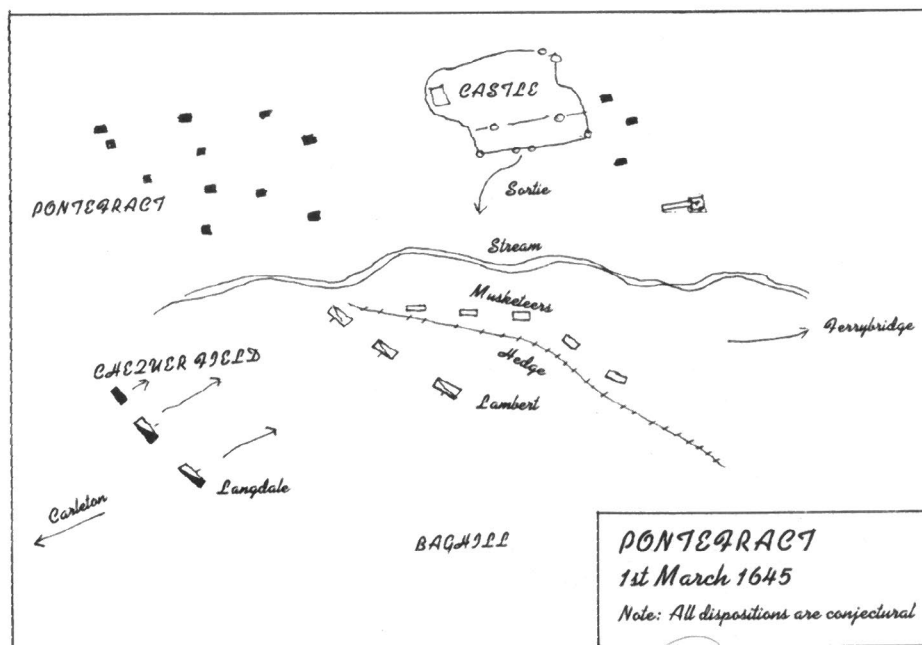
Fairfax was partially reassured concerning Langdale's intentions by a report from one of his officers, who had been in Doncaster on 27th February, that there had been no sign of any enemy activity in the area. As a result Fairfax made no attempt to cover the approach to Pontefract from the South by defending the crossing of the River Don, though, as a precaution, he withdrew his heavy siege guns from Pontefract across the River Aire.

However, the Parliamentarians were still basically unprepared, when, on the night of Friday 28th February, Langdale and his troops arrived at Doncaster. During the day they had sent their scouts on ahead, and they sighted some Parliamentarian patrols, which had fallen back before their advance. Langdale had expected his opponents to have by now been alerted, and be preparing to defend the crossing of the Don, but in the event the Royalists secured Doncaster Bridge unopposed, apart from a mine which presumably failed to go off, and quartered in the town for the night.

The besiegers of Pontefract, in the absence in York of Lord Fairfax, were under the operational command of Commissary General John Lambert, an experienced veteran of the campaigns in the North. They were at last aware of their danger, but seem to have had no idea of Langdale's numbers, and were ordered by Lord Fairfax to stand on the defensive until reinforcements arrived.

The Parliamentary Forces

The units under Lambert's command, were, on paper, reasonably experienced. They included his own regiment of horse, which had been in the thick of the action in the North since beginning of the war, fighting, among other places, at Nantwich and Marston Moor. Also present were the other seasoned cavalry regiments of Christopher Copley, Matthew Wren and Matthew Alured. The foot included the regiments of John Bright, Lord Fairfax (under the command of Lieutenant-Colonel William Forbes, a Scottish professional) and Robert Overton. In addition there was a dragoon regiment, about 500 strong, under Thomas Morgan. Total strength has been estimated at up to 4,000 horse and 2,500 foot.



though this seems rather too high. It seems unlikely that Lambert can have mustered more than about 2,500 horse and dragoons at most, and the foot may have been nearer 2,000.

The Battle of Chequerfield

Langdale resumed his advance early on Saturday 1st March. He was now about 15 miles from Pontefract, and readied his forces for action. He put his army *'in the posture of Bataille he did intend to fight in, and prepared the Souldier with a knowledge of such difficulties as they could expect this day to encounter with, and therefore to go armed with the constancy of undoubted resolutions, it being a business that was at first no lesse dangerous to undertake, than it was desperate to decline. The news was entertained by a welcome from the Souldiers that echoed out aloud their joyful acclamation.'*

Langdale pressed on as far as Wentbridge, about three miles from Pontefract. As part of his delaying tactics, Lambert had sent Morgan's 500 dragoons and a force of horse estimated by Gameliel Dudley as being 2,000 strong (a considerable over-estimate), to contest the crossing of the River Went. Most of the Parliamentarians were posted on a hill North of Wentbridge, with a forlorn hope in the road just beyond the river. According to Captain Hodgeson of the Parliamentarian army, Lambert himself was in command of the force.

Langdale, seeing action to be imminent, dismounted, and according to one account, *'gave the usual signal of his preparation for an engagement, by leaning somewhat (being on foot) over his saddle, and performing some private devotions which those under his command well understood. Then giving the necessary command he sent up a forlorne under Captain Darrell . . . They marched slouping up the hill, and when they were upon level ground upon the hill the enemy fled. The whole of Sir Marmaduke's horse and foot followed with alacrity, and at Darrington the enemy made a halt, and a confused charge took place between them and the forlorne. Here the enemy lost a cornet . . . a Mr Armine and three or four others.'*

Dudley stated more concisely that the Royalists *'without much danger in the dispute, forced the passage.'* But the skirmish, together with the rearguard action mounted by Morgan's dragoons, gave the Parliamentarians time to draw up the rest of their troops, claimed, with some inaccuracy, by the Royalists to be *'all the forces in the North, apart from Sir John Meldrum's forces before Scarborough and Sir John Saville's troops from Sandal, which arrived too late for the battle.'*

The Northern Horse, possibly because they were still being delayed by Morgan's Dragoons, left the road at Darrington, and cut across the Westfield and Carlton fields and some enclosures known as the Upper Taythes. Meanwhile, seeing the movements of the besiegers, and possibly hearing firing, the garrison sent *'Sir Brian Stapleton . . . to discover whether it were Sir Marmaduke Langdale, which understanding it to be, he hastened to give information, which the garrison made a syne, that they understood it, by firing some gunpowder.'*

Lambert's forces were drawn up on the South side of the Taythes, with a small brook, which did not present a serious obstacle, *'on the back of the foremost body, and a rising ground before them, upon which Sir Marmaduke's body was drawn up south of the enemy, there being open fields on the east and right hand, and some hedges and enclosures on the left wing, or west side towards the towne.'*

The area where the Parliamentarians were drawn up was known as the Chequerfield, a large area of common land between Pontefract and the village of Carlton. The fringes of it, on the edges of the two settlements, were gradu-

ally being enclosed as 'allotments'. No details survive of the exact dispositions of the two armies, but it seems that Lambert's horse were in front, with their foot, apparently mostly musketeers, lining hedges either to the rear or on the right wing. In any case, Lambert had little opportunity to formally deploy his forces, as his horse seem to have made a fighting retreat until they gained the support of their foot.

Sources differ on what time the main phase of the action began. According to Dudley, at about 5pm the Northern Horse *'gained the Top of the Hill over against the Castle, their (the Parliamentarians) Army standing all drawne up at the bottom . . .'*

Other sources suggest that it may have been nearer 6 o'clock that fighting began, but it seems clear that the Royalists, observing some dissarray in the ranks of the enemy, attacked from the march, and probably never really drew up in any formal array. The first charge by Langdale's men seems to have been repulsed by a countercharge of Lambert's troopers, aided by the fire of their musketeers in the hedges, and at least some of the Royalists seem to have fallen back towards Carlton. Dudley described the opening of the action thus: *'a good advantage was it to us, that our Forlorne Parties, seconded with severall divisions of our Horse, had beaten in that great Body of their Van-Curriers in such disorder into their Main Battaille as taking that opportunity with a continued charge they had not the time to recover themselves into any settled order, and though the suddainness of the Action gave not leave for each Division of our Horse to observe its proper time and place of their severall orders to charge in, yet the whole of it was so fully done, as there was not one Body of them all, but did four or five severall times that day act their parts with very gallant Execution.'*

Nathan Drake, in the garrison of Pontefract, could see much of the action. *'About 3 of the clocke Sir Marmaduke's forlorne hope did appear upon the topp of the hill this side Wentbridge, and so marched, one company after another, till his whole army came into the Chequer field, where both Armyes met, and faced one another till almost 6 of the clock, the Parliament Armye always giving ground (when Sir Marmaduke's Armye advanced) till they came to their foot which they had placed, and lyned the hedge from England's house to the hilltoppe, where the first encounter began very furiously, the enemyes foot (behind the hedge) giving fire upon the front of our horse very valiantly.'*

Langdale rallied his forces, and resumed the attack, though it seems that the brunt of the fighting was borne by *'not above 400 of the Royalists'*, and Dudley admitted that *'The Fight continued without a cleare Victory at the least three houres, until there was not left on our Party standing in order to Charge withall, more than three small Bodies consisting of above 120 in each Body, which with some Officers and Gentlemen together rally'd gave a seasonable Charge to the last of the Enemy's strength.'*

At this point the garrison of Pontefract made a decisive intervention: a party of about 100 foot led by Captain Munro sallied out *'who finding the hedges lined by some of the parliament's foot that had galled Sir Marmaduke's men, came upon them unaware, being taken for friends, till they fired upon them and dispersed them pursuing them past Bubwith House to the hilltop'.*

At the same time, the Newark foot had worked their way round onto the enemy flank, and also opened fire, adding to the confusion.

The brunt of the action on the Parliamentarian side had fallen on Lambert's regiment, but when Captain Burton, leading the Regiment's forlorn hope, was killed, the rest of the Regiment routed, and its example was successively followed by the rest of the horse.

Lambert may also have been wounded, adding to the confusion.

It may have been at this point that an exploit ascribed to Colonel Sir Charles Dallison of the Newark Horse took place: *'Sir Charles Dallison, seeing one of the enemy moving in the head of their troops, spurring his horse to him, and firing his pistol, the man whirling off fell down and Sir Charles took the mare. This was done in the face of the enemy upon the charge.'*

As the Parliamentarian horse collapsed, Colonel John Bright, riding on a white horse at the head of his foot (reportedly greencoats with yellow facings) attempted to stem the rout *'and had 20 or 30 shott of pistols and carbines fired at him, yet he had the courage to stay the charge, when much of their army was rather running than marching toward Ferrybridge so that it was judged by most that if he had got three or 400 horse to have stood by them, he had turned the scales'*.

The Parliamentarians fell back in increasing disorder towards Ferrybridge. Pursuit was checked temporarily at the bridge by Morgan's dragoons and an 'iron gun' managed by Captain Grant *'which being understood, though night was approaching the foote ran by the horses stirrups and there being some little opposition at the bridge the iron piece being fired which might have done more harme but that Sir Marmaduke in some passion called to close to the right, soe that the bullet grazes upon the house of Mr Hayford where the impression was long after seen. This shot being over, the foot of Sir Marmaduke soon possessed themselves of the bridge and pursued the enemy to Bradvixhill above two miles rescuing Lt Col Thornton, who being too eager in the pursuit of the enemy was become prisoner. Some pursued as far as Shitburn.'* Dudley reported that the Parliamentarian gun fired three shots (two case shots and one 'cannon bullet') and killed four of Langdale's men.

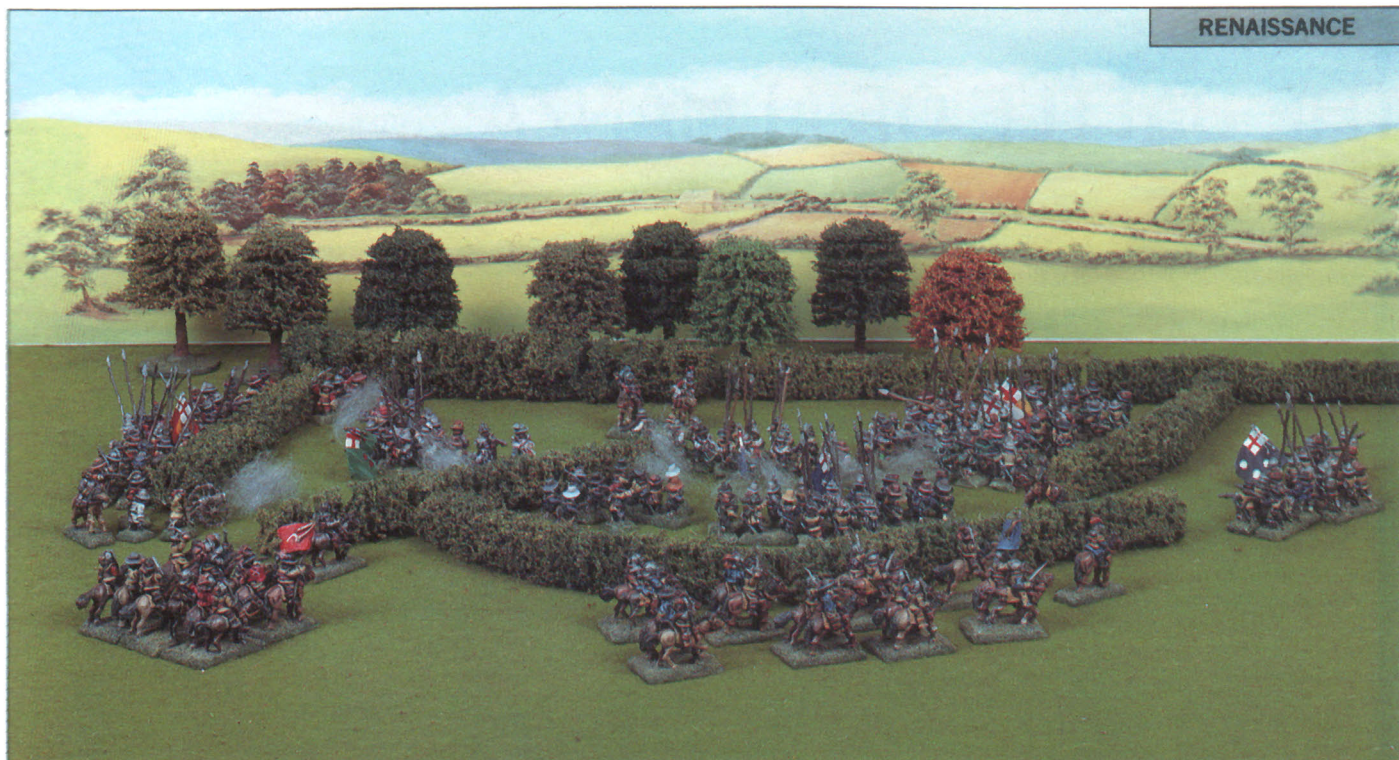
Parliamentarian losses in the battle were considerable; Dudley claimed 300 killed in the battle and 300 drowned in the River Aire during the pursuit, with 7-800 prisoners, including 44 officers. Drake's estimate was that 140 were killed in the chase and 600 prisoners taken, including 57 officers. Langdale's version was 200 dead, 500 drowned and 500 prisoners. Perhaps a total casualty list of 800-1,000 with considerable quantities of arms and supplies, may not be far out.

Total Royalist losses are not known, but seem to have been fairly light.

Reporting the victory to Prince Rupert, Langdale wrote longingly of what might have been: *'we have accomplished our desire in the relief of Pontefract Castle, and find the country infinitely willing to come in if we might have staid . . .'* Dudley echoed his commander's desires: *'Whensoever your Highness shall be pleased to take this country into your particular care, he hath chalked out unto your Highness a ready track for to raise the same levy in their own way, which that your Highness shall have a speedy opportunity to undertake shall be my daily prayer.'*

However Langdale was under strict orders to return to the South to rejoin the main Royalist forces as soon as the Pontefract operation had been completed, though he must have been sorely frustrated at being prevented from exploiting the great opportunity which undoubtedly existed. Lord Fairfax's army was in confusion, and a strong follow-through might not only have gained numbers of new recruits, but imperilled Parliament's whole position in the North, though it is probably too much to say that Langdale could have regained everything lost at Marston Moor, he could have altered the whole course of events during the coming summer.

But none of this was to be; on 3rd March,



joined by some of the officers who had been serving in the Pontefract garrison, the Northern Horse set off South to re-join the Prince.

Wargaming Pontefract

Both the campaign itself and the individual actions have interesting possibilities. If basing a map game on the Pontefract operations, it is necessary to reproduce some of the uncertainty which the Parliamentary commanders had regarding the Royalists' actual intentions. The Royalist player should therefore have variable objectives, such as an invasion of the Eastern Association, an attempt to relieve Scarborough or Carlisle, or an invasion of Cheshire, which were all considered as possibilities at the time by the Parliamentarians.

In fighting the two main actions of the campaign, the rules employed were 'Forlorn Hope' by Pete Berry and Ben Wilkins (Partizan Press, 2nd edition, 1991).

Using these rules, and their recommended ratio of 1:33, Orders of Battle would be as follows.

Royalist

Northern Horse

Commander in Chief, Sir Marmaduke Langdale (LV3). May influence the morale of any unit he is with.

Langdale's Brigade

Commander, Sir Philip Monckton (LV2). Also led 1st Division, divided into 2 squadrons, each of 200 men (12 figures in all).
2nd Division, Sir Gamaliel Dudley (LV2), 2 squadrons, each of 200 men (12 figures in all).

Blakiston's Brigade

Commander, Sir William Blakiston (LV2).
1st Division, Francis Carnaby (LV2), 2 squadrons, each of 200 men (12 figures).
2nd division, George Wray (LV2) 2 squadrons, each of 200 men (12 figures).
All would have been 'Gallopers' and classified 'Veteran'.

At Pontefract, the Northern Horse had been joined by about 400 horse and perhaps 350 foot from Newark. It seems likely that the horse formed one independent division, possibly

under Lt Col Cartwright (LV1). The Newark Horse as a whole were variable in quality, and it is not clear what was the calibre of the troopers who had been sent with Langdale. They should form two squadrons of 200 men each (12 figures) and should be rated as 'Trained'. The same problem arises concerning the 350 foot. These do not seem to have had much impact in the battle, and are perhaps best represented by 10 figures, rated 'Trained'.

A key role was played by 100 musketeers from Pontefract (3 figures), which because of their strong motivation in the circumstances, probably deserve a one-off rating of 'Elite/Veteran'.

Parliamentarian Forces

Melton Mowbray

Commander, Colonel Edward Rossiter (LV2).
Edward Rossiter's Regiment of Horse (14 figures) 'Trained' Gallopers.

Charles Fleetwood's Regiment of Horse (12 figures) 'Trained' Gallopers.
Burleigh Horse (12 figures) 'Raw' Gallopers.

Pontefract

Commander, Commissary - General John Lambert (LV2).

Other Officers available: - Colonel Christopher Copley (LV1). May command any horse unit.
Colonel John Bright (LV2). May command any foot.

Colonel Thomas Morgan (LV2). May command Dragoons or Foot.
John Lambert's Regiment of Horse (14 figures) 'Veteran' Gallopers.

Christopher Copley's Regiment of Horse (12 figures) 'Veteran' Gallopers.
Matthew Wren's Regiment of Horse (12 figures) 'Trained' Gallopers.

Matthew Alured's Regiment of Horse (12 figures) 'Trained' Gallopers.

'Lord Fairfax's Regiment of Horse' (an historical unit designed to represent the various other 'odds and ends' of horse evidently present) (12 figures) 'Trained' Gallopers.

Thomas Morgan's Regiment of Dragoons (15 figures) 'Veteran'.

John Bright's Regiment of Foot (18 figures).
Musket/Pike Ratio 2:1 'Veteran'.

Lord Fairfax's Regiment of Foot (18 figures).

Figures mostly Essex 15mm from the collection of Gareth Parry. Photo by Wyn Rogers © 1992.

Musket/Pike Ratio 2:1 'Trained'.

Robert Overton's Regiment of Foot (15 figures).

Musket/Pike ratio 2:1 'Trained'.

1 Medium Gun plus crew.

Terrain

This should be as depicted in the maps. In the case of Melton Mowbray, the ground seems to have been open water meadow on the south bank of the River Wreake.

At Pontefract, the terrain was a mixture of open, common ground, possibly with patches of gorse and some boggy areas, in the centre, and small enclosed areas of cultivated ground on either flank.

Special Rules

These relate to the action at Pontefract. It is suggested that the game begins with the Parliamentary Horse drawn up, 'disorganised'. The Royalists, led by Langdale's Brigade, should enter on Turn 1 on the SW side of the table, also 'disorganised'.

The Pontefract musketeers should be diced for on each turn after Turn 3, and will appear anywhere on the North side of the table on a roll of '5' or '6'. If an additional roll is in the range '3-5', they will have achieved 'Surprise', and gain a 'plus three' in their first round of combat.

The game should last for an agreed number of turns, bearing in mind that dusk would have fallen soon after 7pm. Victory conditions should be based on casualty figures and possession of the Eastern edge of the Table, which results in Pontefract being relieved and the Parliamentarians being driven back over the River Aire.

Sources

George Fox, *The Three Sieges of Pontefract Castle*. 1987.

Richard Homes (ed), *The Sieges of Pontefract Castle*. 1887.

H.G. Tibbut, *The Letterbooks of Sir Samuel Luke*. 1963.

THE BATTLE OF ALMANZA

25th April 1707

by Stephen Ede-Borrett

The War of the Spanish Succession is still most commonly known as 'The Marlburian Wars'⁽¹⁾ and consequently the actions in Flanders and Marlborough's four great victories of Blenheim (13th August 1704), Ramillies (23rd May 1706), Oudenarde (11th July 1708) and Malplaquet (11th September 1709) are still the centre of most attention and writing but there were other 'fronts' which were just as important to the final outcome of the War – not surprisingly Spain herself was one of these.

The War in Spain, which has been called the 'First Peninsular War' had started in 1702 but it was not until 1704 and 1705 that any real headway had been made and troops of the Grand Alliance had started to campaign in earnest. Gibraltar had fallen to British Arms in 1704 and Barcelona with most of Catalonia and Valencia in 1705 and 1706. Indeed at one point it seemed a very real possibility that King Charles III (the Habsburg candidate for the Spanish throne) would replace King Philip V (the Bourbon claimant).

At the beginning of 1707 the Allied Council of War was faced with two alternative strategies: – the first advocated by the Earl of Galway, the British General in the Peninsula and that favoured by Marlborough from afar, was to attack Madrid and so seize the seat of Power in Castile; the second, favoured by Charles and some of the Spanish Generals was to disperse the Army into defensive positions – to what exact end apart from to invite defeat in detail seems somewhat obscure now but then again Charles was there and we are not!

Perhaps predictably, Charles' preference became the accepted plan for the Allied Armies in Spain for the campaigning season of 1707. Charles was to be based at Barcelona with the Austrian, Imperial and Spanish forces, Galway with the allied British/Dutch forces and the Portuguese Army was based at Valencia.

The Duke of Berwick, nephew to the Duke of Marlborough and with at least some of his Uncle's talents, the French Commander in Chief in Spain, had an Army which outnumbered the two individual armies which were now facing him and, to make matters worse, Galway's intelligence informed him that a large number of reinforcements were moving South from France under the Duke of Orleans to join him. Berwick's Army was already moving towards Alicante and it was thus obvious that Galway at Valencia would be the target of the main Franco-Spanish thrust for the year.

The Campaign Opens

In early March 1707 the Earl of Peterborough, the senior British General in Spain was finally recalled to England (as a matter of purely academic interest he took a somewhat circuitous route home via Vienna, Amsterdam and Leipzig, finally arriving in England in the late Autumn – so much for military discipline) leaving the Earl of Galway as British CinC in the Peninsula. Although he was technically outranked by the Portuguese General, Das Minas, to all intents and purposes Galway commanded the joint Anglo-Portuguese Army.

On 12th April the Allied Army left Aragon for an offensive aimed, ultimately, at Madrid.



Berwick and the 'Army of the Two Crowns'⁽²⁾ was at Montalegre but by the time that Galway arrived there on the 14th the camp was deserted, although a great store of corn and forage was captured.

The next 10 days were spent in a seemingly pointless attempt to take the nearby Castle of Yecla, but at a Council of War on the 23rd the Allied Generals resolved to move to attack Berwick in his new position near the Fortress and Town of Almanza. Ostensibly the reason for this decision was to pre-empt any attack by Berwick on the Allied camp and siege lines. It also appeared to make sense to force a battle before Orleans' reinforcements joined Berwick.

Thus on the morning of the 25th Galway led the Anglo-Portuguese Army towards Almanza in three parallel columns intent on destroying the main enemy army in the Peninsula.

The Armies

Galway and Das Minas' Anglo-Portuguese Army deployed 88 squadrons and 48 battalions, roughly 4,500 horse and 11,500 foot.

This Army was a somewhat polygot force whose exact composition is variously quoted but the generally accepted strength and composition is 13 English and five Dutch battalions with six English and five Dutch Squadrons – around 3,000 foot and 1,500-2,000 horse. The Portuguese contingent amounted to 22 battalions and perhaps 50 squadrons, but the whole amounted to no

more than 8,500 foot and 2,500-3,000 horse⁽³⁾. The artillery was made up of six English and 20 Portuguese guns but the latter had run extremely short of ammunition at Yecla and it is unclear how much of this deficiency had been made good by the 25th.

The Franco-Spanish Army boasted a combined strength of approximately 8,000 Horse and 22,000 foot organised as 76 squadrons and 52 battalions⁽⁴⁾.

Of this strength some 27 squadrons and around 22 battalions were French amounting to roughly 14,000 men, the rest were Spanish.

A substantial body of the French-Spanish foot (some estimates put the figure as high as 8,000 men) had only recently joined Berwick. These reinforcements were veterans from Italy who, by some strange eccentricity, had been given free and unimpeded passage across Imperial lands to return to France and thence to Spain. As Trevelyan puts it 'The Allies were the architects of their own ruin at Almanza'⁽⁵⁾.

The Battle of Almanza

Map 2 shows the dispositions of the two armies at around midday. The Allied approach columns had halted some miles from Almanza and the final approach had been made in line of battle. Galway himself had arrived with the advance guard well before 10 o'clock but even after the main body had arrived it was to be another hour or so before any aggressive move was made as the troops needed to rest, they

were also short of water on the day of the battle according to one participant.

During this respite Berwick took the opportunity to move his French troops from his left to his right so as to oppose the Anglo-Dutch troops with French and the Portuguese with Spanish.

The French then advanced slightly into the valley between the armies and after their own advance into extreme range the battle opened just after midday with a mutual bombardment of the enemy lines by the artillery. How much damage this bombardment did at long range is, as always, open to question, most evidence suggests that the results were comparatively insignificant.

This initial phase lasted around two to three hours (as usual for this period the few contemporary accounts differ on such details) and it was thus at around three in the afternoon that the allies launched their attack on the enemy line.

On the Allied left the horse at first made no headway but a series of volleys from Wade's Brigade of Foot interlining the Horse threw the French into confusion and the first line was thrown back on its supports⁽⁶⁾. The Anglo-Dutch foot attacked with their usual élan and forced the French to recoil onto the second line. The superior Allied fire tactics even allowed the Dutch battalions to break the enemy facing them to the point that the second line fled and was pursued 'beyond the town a considerable way'.

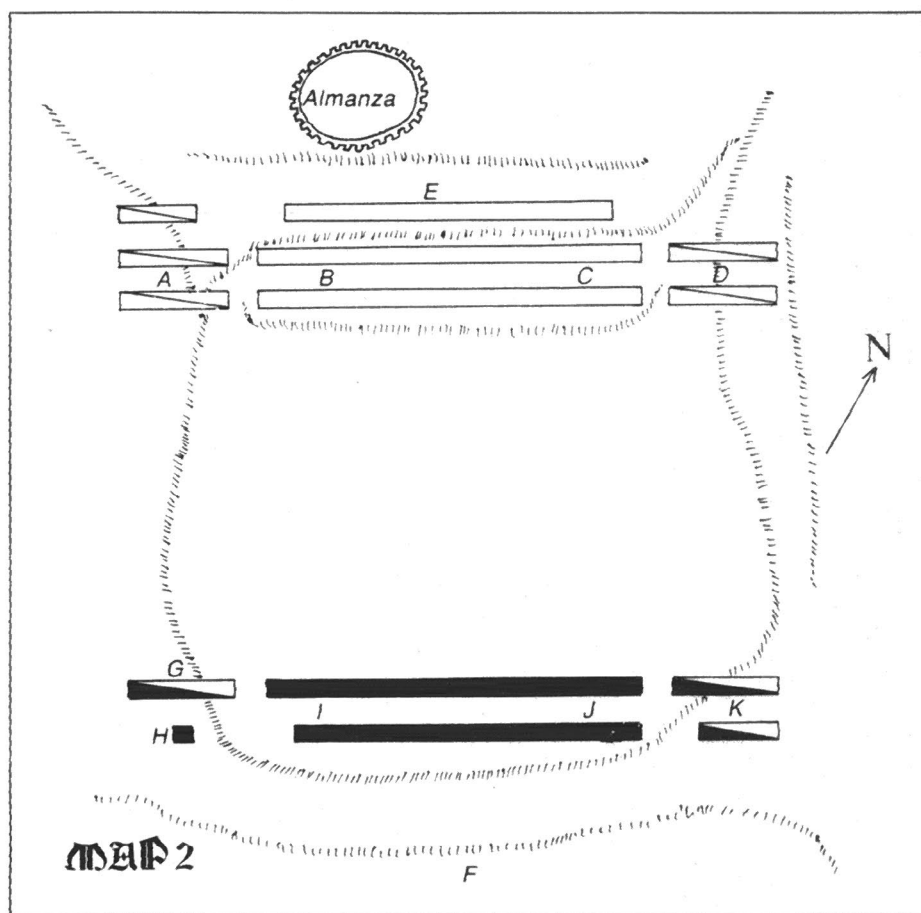
Some French light guns (probably battalion guns) on the right of their foot were forced to flee precipitously or else be overrun and when the French second-line battalions steadied their first-line the British second-line battalions swung the situation back again and the whole French infantry line was being forced back almost onto the walls of Almanza itself. It was the nadir of the Allied cause during the battle – victory was within their grasp, or so it must have seemed to the Anglo-Dutch officers.

Despite having lost an arm at Barcelona the year before Galway had led the charge of the Allied left wing Horse but had received a sword cut over the eyes and had been carried to the rear – hors de combat. Almost inexplicably no-one thought to tell Das Minas, Major-General Frisheim (the Dutch contingents commander), or Lieutenant General Thomas Erle who was commander of the British Foot. At a critical point of the action therefore there was no overall direction.

On the Allied right the Portuguese horse had barely moved since the bombardment and at the first charge of the Spanish opposing them broke and fled without coming to contact. The solitary exception to this cowardly flight was the single squadron of Das Minas' Lifeguard who, even by the most acidic of British eyewitness accounts, fought well in a hopeless situation. Das Minas himself was with this squadron and his mistress, in male attire, was killed at his side. When the squadron inevitably broke Das Minas was swept along with it for some time before he could return to the field.

The Portuguese foot seeing the flight of their horse and the Spanish foot advancing on them also broke and fled without even firing in most cases. There were, according to some accounts, one or two battalions which stood their ground and supported the Dutch to their left but the damage had been done.

The only French Horse on the Franco-Spanish left, a brigade commanded by St Gilles



seized the opportunity and attacked the flank of the Anglo-Dutch battalions. The example was quickly followed by the Spanish Horse.

On the Allied left the horse, in order to prevent being outflanked by their more numerous enemy, had been formed into a single line of squadrons with no reserve. The tactic was to prove fatal as the French second-line supported their first and the sheer weight of numbers caused the Anglo-Dutch horse to break⁽⁷⁾. Even after sending horse to pursue the fleeing enemy Berwick still had enough men to hand, including his as yet fresh third line, to turn the left flank of Erle's foot as well.

Galway, returning to the field, tried desperately to cover the retreat of his foot with what horse he could rally and although he led Harvey's Horse in a partly successful attack on Berwick's own Regiment of foot (of the Irish Brigade) it was a hopeless situation.

Although they were effectively surrounded the remnants of the Anglo-Dutch foot clung tenaciously to the order but could not cut their way back to the rest of their Army. Nonetheless Generals Erle and Shrimpton conducted a fighting retreat for about eight miles with perhaps as many as 4,000 men⁽⁸⁾. Towards evening the division made a stand in a defensive position centered on a wood, sadly the effort was futile and they were forced to surrender the following morning due to lack of provisions – especially water.

Galway and Das Minas managed to rally around 6,000 men but, as Galway put it '... the horse we have left [are] chiefly Portuguese, which is not good at all. Most of our English horse that got off were of the two newly raised regiments of dragoons, who did not do their duty.'⁽⁹⁾

The French losses had been barely 2,000 men, a cheaply bought victory that had cost the Allies so dearly and maybe their last real

Key to Map 2

- A. French Horse.
- B. French Foot.
- C. Spanish Foot.
- D. Spanish Horse and one French Brigade of Horse.
- E. Reserve of Foot, of both nations.
- F. Ridge where Galway rested the Army before advancing.
- G. Anglo-Dutch Horse and two Portuguese squadrons.
- H. Wade's Brigade of British Foot to support the Horse.
- I. Anglo-Dutch Foot.
- J. Portuguese Foot.
- K. Portuguese Horse.

hope for success in the Peninsula.

Two days after the battle Galway wrote⁽⁹⁾: – 'I cannot, my lord, but look upon the affairs of Spain as lost by this bad disaster: our foot which was our main strength, being gone ... All the Generals here are of opinion that we cannot continue in this Kingdom, so I have desired Sire George Byng to take on board again the recruits he had just landed ...'

Upon learning of the disaster Peterborough's caustic 'I told you so' comment was: –

'You will find Spanish horse beat English foot, and that it was not so easy as you thought the getting to Madrid ...'

The latter comment is, however, unfair on the Anglo-Dutch foot who were assailed by both horse and foot and still managed to successfully retreat from the field.

The battle had the immediate effect, as Galway's letter demonstrates, of destroying the morale and spirit of the Allied Commanders in the theatre and, by reflection, in Flanders and Italy as well and although the campaigns would continue until the end of the War it is not



Above: The view from Almanza church tower.

Below: A Spanish line regiment (No 1 'Africa') moves up to position followed by the Guards.

Opposite: British Horse Grenadiers. Brits painted by Mike Hayward, Spanish by the Editor. Figures mainly Roundway with some Mini Figs and Hallmark. Village from Hovels Ltd, backdrop by Kenny Lynch.



altogether a total exaggeration to say that Almanza decided whether a Habsburg or a Bourbon would rule in Madrid!⁽¹⁰⁾

The Allied Order of Battle

The Allied line of battle, from right to left was: – Portuguese Horse, in two lines. Portuguese Foot, in two lines⁽¹¹⁾. Dutch Foot, in two lines. British Foot, in two lines. Dutch and British Horse, plus two Portuguese squadrons, in one line, interspersed with the four battalions of Wade's Brigade⁽¹²⁾.

Notes:—

1. The War is also known as 'Queen Anne's War', most popular in the USA.
2. 'The Army of the Two Crowns' (i.e. of France and of Spain) is the normal name for the combined Bourbon Army operating in the Peninsula.
3. French sources give the Allied Army as 48 battalions and 88 squadrons, although its numerical strength is still around the same.
4. Although most sources agree on 52 battalions, the number of squadrons varies from 76 to 90.
5. *Ramillies and the Union with Scotland*: G.M. Trevelyan; London 1932; p 298.
6. Even Berwick, in mentioning the Battle, commented on the effectiveness of the Anglo-Dutch musketry.
7. The officer casualties in the English mounted

regiments do not, however, testify to very heavy fighting:—

Harvey's Horse: 3 killed and 2 prisoners

Carpenter's Dragoons: 3 killed

Essex'd Dragoons: 2 killed

Killigrew's Dragoons: 2 killed

Pearce's Dragoons: 4 killed and 2 prisoners

Peterborough's Dragoons: 6 killed

These can, in no way, be considered as heavy when taken against a probably strength of around 12-15 officers present for the Horse and around 25-30 present for a dragoon regiment (based on the Officers present with their regiments during other Peninsula campaigns. 8. This strength must have included a number of Portuguese foot as well as Anglo-Dutch. Although Bowles' foot which had been on the left of the second line lost no officers during the battle but the Colonel and 19 other officers surrendered the next day.

9. Galway's letter to Lord Sutherland written from Alegre on the 27th. Quoted in full in Coxe, Vol II p 62 (see sources).

10. There were nonetheless other reasons including the sudden death without direct issue of the Emperor Joseph I in 1711.

11. The fact that the Portuguese were placed on the right of the line was a highly contentious point at the time both in the Army and in England where it was even suggested that Galway should be called to answer for it.

12. Almanza is slightly unusual in that the full order of battle for both armies is fairly easily available, although too long to list in full here. For those interested the easiest source is the Nafziger 'Order of Battle' series sheets 707DAA and 707DAB. A list of the British units may be found on sheet 707XAI, although here it should be noted that the Royal Dragoons were not present on the field — they had not returned from an extended foraging expedition and probably didn't rejoin Galway until the 27th at the earliest.

Again my thanks to B. for giving me the encouragement and purpose.

Sources

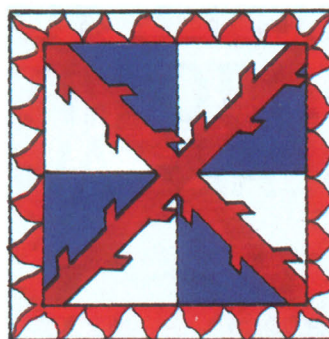
More Light on Almanza: C.T. Atkinson. *Journal of the Society for Army Historical Research* XXV (1947); pp 144-161.

Memoirs of the Duke of Marlborough: William Coxe; London 1907.

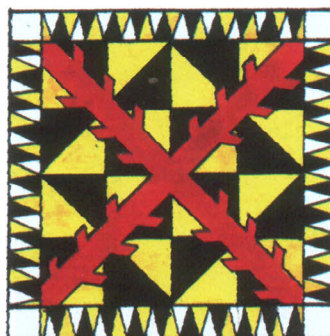


Miniature Wargames August 1992

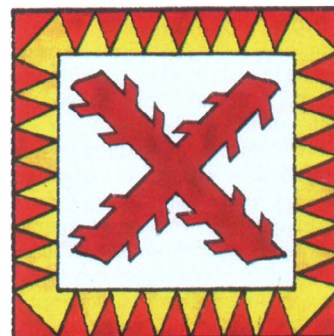
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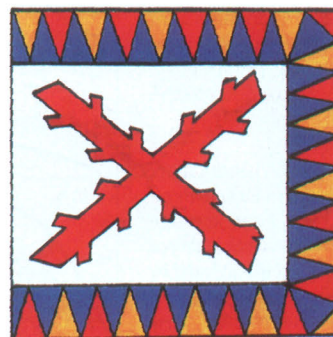
B



C



D



Key to Colour Plate

Although new regulations for both colours and uniforms were promulgated through the Spanish Army in 1707 it is unlikely that any had taken effect before Almanza.

The illustration thus shows Spanish Foot Colours of the form in use before 1707 and almost certainly of the type used at Almanza. Note particularly the variations in style of the Cross of Burgundy. The variegated borders are almost de rigeur for Spanish colours until the 1707 regulations.

Source

Banderas de la Guerra de Sucesion Española 1701-1713: J.L. Calvo. *Banderas* No.8 (1983); pp 19-24.
English Army Lists and Commission Registers: Charles Dalton; London 1960 'Orders of Battle' compiled and collected by George Nafziger.
The Battle of Almanza, an eye-witness's Account by General Hawley; Percy Sumner. *Journal of the Society for Army Historical Research* XXV (1947); pp 27-31.
Ramillies and the Union with Scotland: G.M. Trevelyan; London 1932.

'DO YOU SEE YOUR ENEMIES PLAIN ENOUGH TO HIT THEM? — THEN BLAZE AWAY!'

by Arthur Harman

The 50th Foot at Corunna

One of the most vivid recollections of the experience of commanding troops in battle that I have read, full of atmospheric detail and period flavour, was written by Charles Napier, brother of the Peninsular War historian, describing his adventures when, as senior Major, he led the 50th Foot forward to recapture the village of Elvina during the battle of Corunna. Although written some time after the event, Major Napier's account contains so much circumstantial detail, drawn solely from personal observation and experience, unadulterated — unlike many 19th Century memoirs composed by Peninsular veterans! — by quotations or paraphrases of William Napier's 'History', that his exploits form an ideal subject for a wargame. Rather than attempt to recreate the whole battle of Corunna, the 'big picture', this game will concentrate upon the scene of the fiercest fighting around Elvina to present a 'miniature' depicting the 50th Foot, the 'Dirty Half Hundred' (so named for its black facings), and its commander in action. I discovered another personal account of the engagement by an officer of the 50th, Lieutenant John Patterson, which gives a different perspective, and quote his description here to indicate the battalion's role:

'An extraordinary stir and commotion was noticed, about 2pm in the enemy's camp, after both armies had dined. From the opposite lines, numerous light troops were seen advancing in the direction of our piquets, which had been previously reinforced, and this movement was followed by a general attack upon the entire chain of outposts.

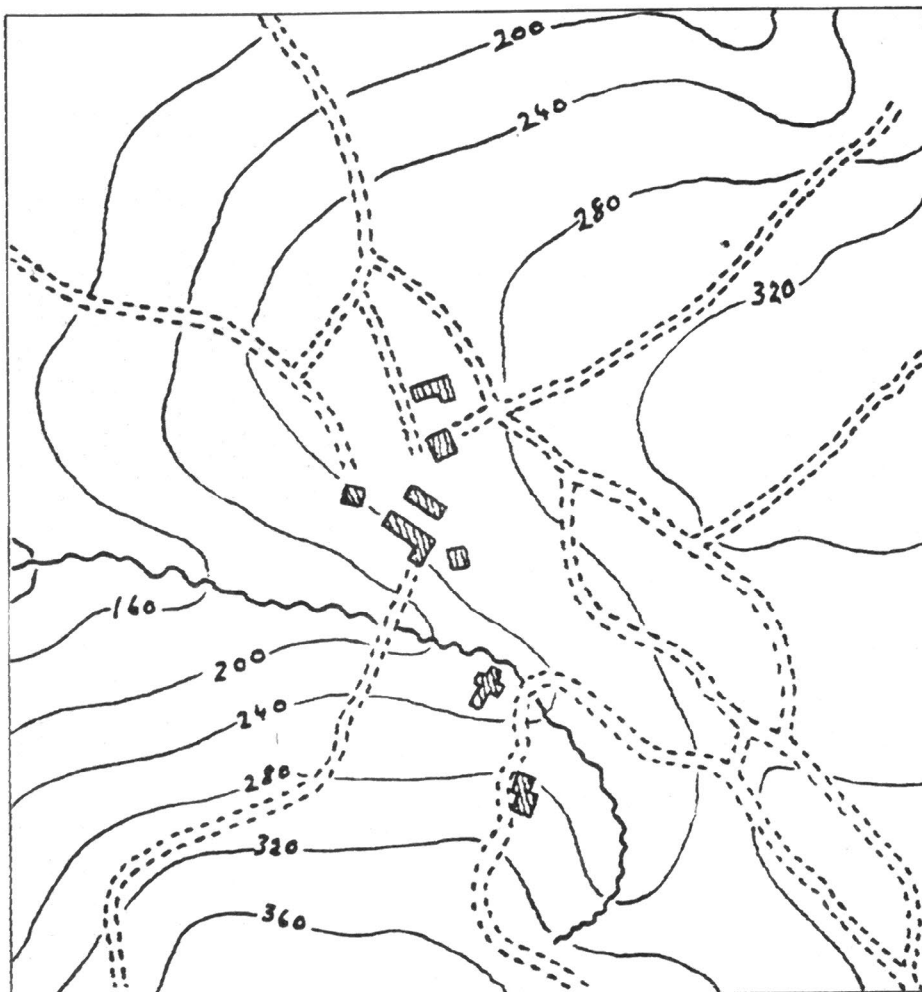
'Our soldiers, deploying into line, occupied their allotted station. Being the junior corps, the 50th was in the centre of the brigade, flanked by the King's Own, and 42nd Highlanders . . .

'It was about 3 o'clock when the light troops advanced in multitudes against our line; rapidly descending the hill they opened a brisk discharge from their rifles upon our piquets, that lined the enclosures throughout the wide extent of the ravine . . .

'For the purpose of covering his forward movements, a heavy cannonade was poured down by the enemy from a masked battery on the elevated ridge. By this plunging fire our ranks were much thinned, and the round shot, booming on every side, scattered about the splinters, sand, and stones, that fell in showers upon our heads . . .

'Perceiving, by the strong fire, that a French corps was pushing through the hollows, evidently with the view of turning our right flank, Colonel Wynch, of the 4th, threw back some companies of that regiment, forming an obtuse angle with the line; which effectually prevented the enemy from making any further efforts in that quarter. While this was going on, a regiment of Guards was brought up in reserve, and posted at the rear of our brigade.

'The piquets being now thrown back, from the weight of fire, our men were ordered to advance to their support. Major Napier, in front of the 50th, gave the word, cheering as he led boldly forward. Passing the enclosure, and clearing all before them in superior style, they



Elvina & Environs [after map in Fortescue]

entered the village of Elvina, which was instantly carried at the point of the bayonet, and pressing still onwards, under an awful blaze, they made for the summit of the heights. Meanwhile, the light infantry . . . with Captain Harrison at their head, furiously charged across the broken ground, and bearing away all opposition, took lodgment in the rocks above. The hamlet being at length surrounded, its occupants rushed pell-mell into every hole and corner they could find. A number of these heroes, having ensconced themselves within the chapel, began to amuse themselves by firing from the windows, roof, and belfry, at the soldiers. Observing their murderous design, Captain William Clunes with cool and determined bravery marched his company to attack them . . . the garrison resolved at all hazards to evacuate the premises, and, accordingly, with a desperate rush, they sallied out amongst the flankers. Many were slain upon the spot, or taken . . .

'Our battalion companies fought like lions . . . Having succeeded in forcing every barrier, and cutting our way through the enemy at every point, the main body of the regiment pressed on to the higher ground: 'forward, forward to the hill!' was now the cry. Clambering up the steep and craggy ascent, emboldened by the example of

their officers, the soldiers were mowed down unmercifully by continuous volleys from the crest of the mountain, almost threatening to annihilate our ranks.

'The assailants were not far distant at this time from the brow of the impending rock, which, bristling with bayonets, seemed to frown in defiance upon the enterprise. But, although the dangerous attempt to crown the eminence appeared to resemble a forlorn hope, Major Napier, with determined boldness, resolved to carry, by a coup-de-main, the enemy's stronghold; waving, therefore, his sabre in the air, he loudly called upon his men to follow. His enthusiastic spirit had urged him on, beyond the foremost of the soldiers, when he fell, severely wounded, and, before we could approach to rescue him, he was borne off speedily to the enemy's lines.

'About this period, the right centre, forcing through the enclosures and lanes beyond the village, was exposed to a raking fire, and in consequence was most severely handled, several officers and men being killed. Among the former was the Honourable Major Stanhope, who received a musket ball in the chest, and expired without a struggle . . . The same round of musketry proved fatal to both the officers of the colours, Ensigns Moore and Stewart . . .

'Our ammunition being expended, seventy rounds per man having been already fired, and all our efforts being unavailing against such fearful odds, orders were given for us to retire; and, on being relieved by the Guards, the troops of the 1st Brigade fell back, the shattered remnant of the 50th resuming its place upon the hill, from which it had at the outset advanced.'

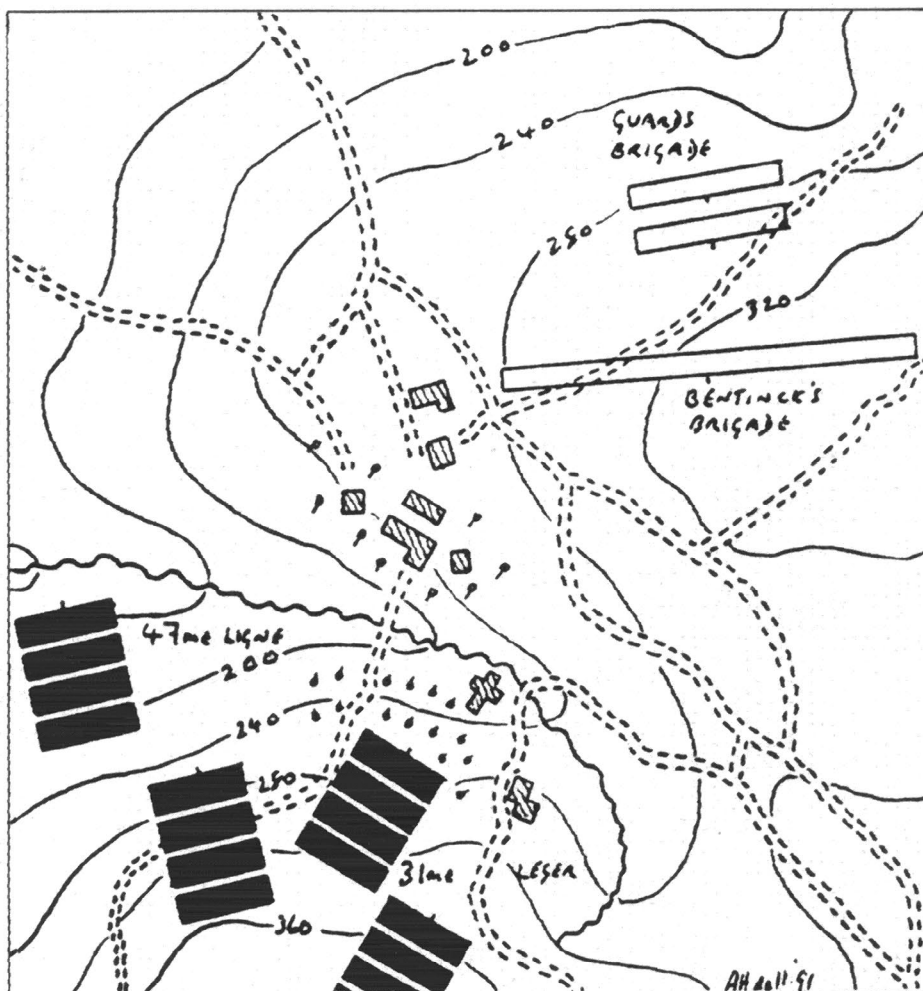
Alternative Game Structures

There are several ways of recreating the experiences of the 50th Foot, which will be considered in turn below. Since all of them are intended to show various perspectives of the same battalion, the opposing French forces, the 31me Leger and the grand battery, a thousand yards away to the south-west, on the heights of Penasquedo, will be controlled by an umpire so that they behave historically. The British player or players will not be able to alter the course of events to any great extent, though – provided they have not read this article! – they will be unaware of this fact: they will be given an impression of what it was like to be one of the officers of the 50th on this occasion. The wargame will be an experience, not a competition.

Option 1: The Battalion Game

If sufficient players are available, the participants take the roles of Major Napier, his second in command, Major the Honourable Charles Stanhope, and the company commanders of the battalion. Each player will have a personal figure and a selection of figures representing the other officers, non-commissioned officers, musicians and private soldiers of his company. Before the game the relative seniority of the captains commanding companies must be established, so that the appropriate player takes over when the two Majors fall – this may be decided by dicing, using a d10, the highest score being the most senior. The light company will then be deployed on the outskirts of the village of Elvina, laid out in detail on the wargame table together with the surrounding countryside, and the rest of the battalion on the hill behind it. One umpire will deploy and move the French forces, while each British company has its individual umpire, who will move troops not under the player's effective command – being wounded, out of earshot or simply mutinous, for example – determine casualties and resolve questions of morale. The company commander will be responsible for moving his personal figure and those of troops who are formed and obeying his orders. The players taking the roles of the two Majors will normally issue orders to company officers, but may take personal command of one company, or any group of soldiers without an officer, as the occasion demands.

All players will be issued with a 'menu' of appropriate orders and a list of personal actions from which to choose each turn. These will include the words of command for drill-book manoeuvres and volley-firing, but 'ad hoc' orders, such as 'Follow me!', will also appear, together with personal actions such as cheering, waving one's hat to encourage the men, belabouring reluctant soldiers with the flat of one's sword, and so on. The company umpire will, of course, determine whether, and how effectively, orders are obeyed and the men's reaction to the officer's exhortations. It would be interesting to give each officer a different personality profile and attitude towards leadership, so that while, Captain Harrison of the Light Company might rely upon



Initial British Dispositions

personal example and encouragement. Captain Adkins of one of the Battalion Companies drives his men hard, with much cursing and beating with his sword. The willingness of their men to go forward under fire or to withstand panic when surprised could be adjusted by the umpires – unknown to the players. I need hardly add! – to reflect their different styles of leadership. Officers were bound by their code of honour to obey direct orders from superiors, even when these were manifestly foolish or ill-advised, so that no question of disobedience arises, but some officers will be inclined to interpret orders flexibly, to adapt them to circumstances and to use their initiative, while others simply obey them to the letter.

Players whose characters are wounded may choose, if they are still able, to remain with their men or to make their way to the rear. In the latter event, or if they are totally incapacitated or killed outright, the company umpire will continue to control their troops until such time as a replacement can take command. Ideally, players should be 'reincarnated' as junior officers who succeed to the command of companies other than those in which they began the game, to reflect the confusion of battle, even if this means they spend a few turns out of the game while awaiting a 'vacancy'. Cunning umpires can probably contrive to 'fudge' things so that no player is left idle for too long.

Casualties from enemy musketry and artillery fire in this period were very much a matter of chance, so there is no need for the umpires to resort to complex rules or tedious calculations! Each turn, the company umpire first checks

with the French umpire to see if his company is under fire. If the enemy fires a volley, or the company is being fired upon by tirailleurs, he simply throws an average die for each group of Frenchmen firing – the size of the group will change according to the range, as shown in the table which accompanies this article – and the result shows the number of potential hits. To determine the result of the first hit, the umpire throws one d6 and one d10: the first indicates which file is hit, counting for the left or right as the situation dictates; the second, the exact nature of the wound or 'near miss'. The procedure is repeated for every other hit, but counting on from the file previously hit, so that casualties should be spread across the front of the unit. When counting reaches the left or right flank of the company, simply go back along the second rank. Results are only communicated to the player where he would become aware of them in reality, and only to that extent. Thus, Ensign John Atkinson might approach Captain Clunes of the Grenadier Company, white-faced and shaking, clutching a shattered elbow, to request permission to go to the rear for a surgeon, but the Captain might not see Private Smith fall, shot through the breast, but only later realise he had disappeared, and would certainly not know exactly what had happened to him until much later.

Cannon shots are handled in a similar fashion, save that the line of the ball must be noted, and all the figures behind the one hit must also dice to discover whether they are killed or wounded, using a results table more appropriate to cannon-fire: troops hit by a cannon ball would be seriously injured at the



Above: The British advance on the village of Elvina with skirmishers deployed and cavalry and artillery moving up in support.

very least. The grand battery on the heights of Penasquedo would have been firing ball, rather than cannister, at that range, so there is no need to devise tables for the different kinds of shot.

Option 2: The Centre Companies Game

In this game, the players take the roles of

Majors Napier and Stanhope, the officers commanding the centre companies, their subalterns and the ensigns carrying the King's and the Regimental Colours. Other companies in the battalion will be controlled by an umpire, following the historical course of the action. The game will be controlled as described above, but the concentration upon only two companies will enable the umpires to portray events in greater detail. It may even be possible, subject to the number of participants, for some non-commissioned officers – such as Napier's orderly, Sergeant Keene, or Sergeant Magee, who caught up the Regimental Colour when Ensign Stewart was killed – and private soldiers to be role-played. Other men will be controlled by umpires: in general, the men will take no offensive action unless under the command of an officer – left to their own devices, they will tend to halt, take cover and/or return fire, straggle to the rear helping the wounded or disperse in search of plunder. While formed, the men will usually obey orders transmitted by drum-beat and bugle-call; when the ranks are broken, by the stone walls of the village enclosures, or as a result of the men becoming separated after charging through the streets of Elvina, officers must bring the troops under control by shouting orders. Each officer has a Leadership Rating, reflecting his rank and personal style of command; to determine whether a shouted order is heard/obeyed, the umpire throws a die, adding points to reflect the distance the soldier is from the officer.

Below: Another view of the British line. Trees by K+M, backdrop by Kenny Lynch, terrain block by Wild Geese.



simultaneous noise from musketry and the individual soldier's character – if the total score is less than the officer's Leadership Rating, the order is heard and will be obeyed; if greater, it is not.

Option 3: Major Charles Napier's Adventures

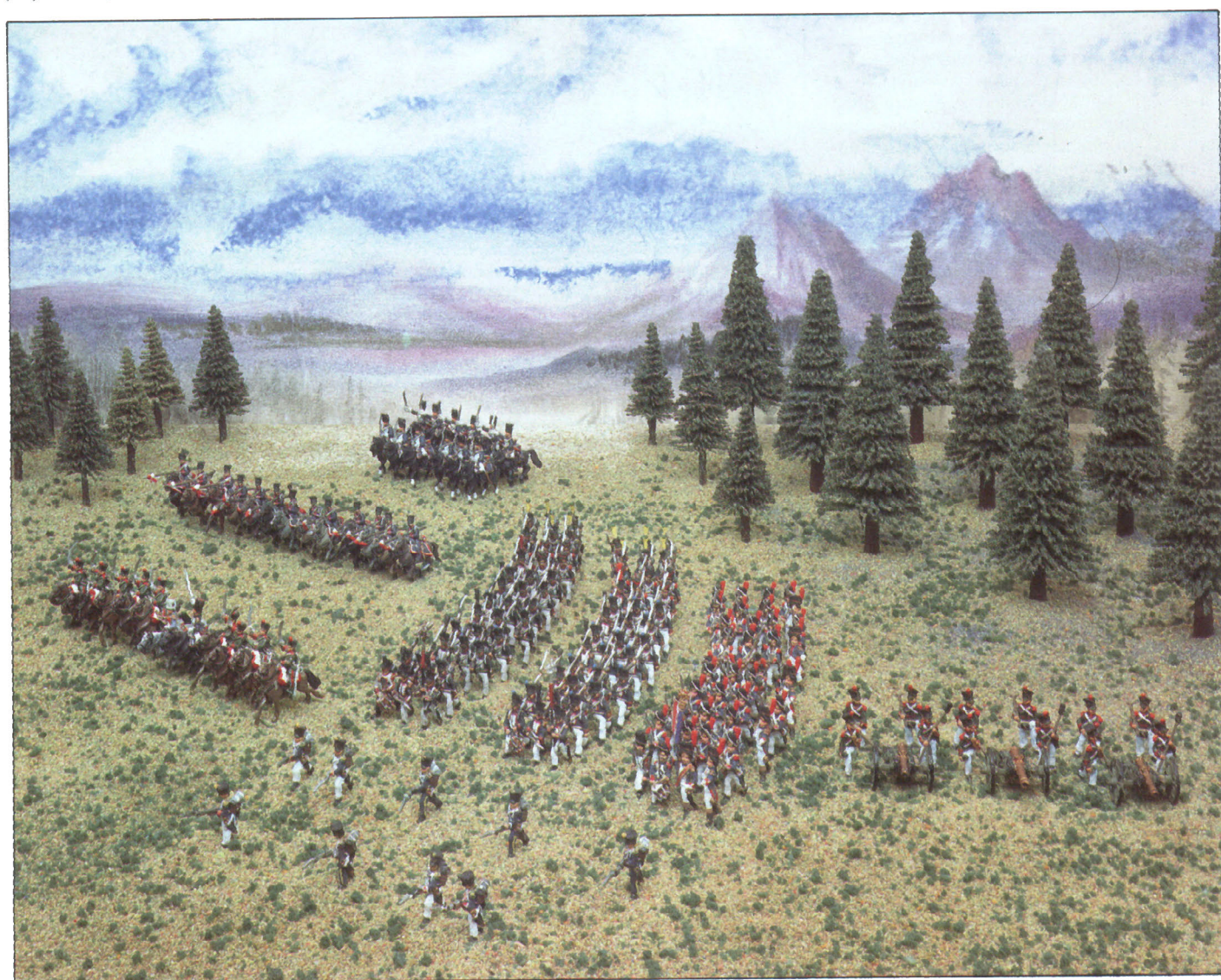
An alternative approach is to concentrate solely upon the experiences of one man, Major Napier, by recreating the sequence events described in his account as a series of vignettes or mini-games. This does not have to be a solo game, for other players can roleplay Napier's companions, though – as will be seen from his memoir – they will have to change roles, at one moment portraying Captain Harrison, Lieutenant Patterson and Lieutenant Turner, at another the three privates of the 50th and one of the 42nd he encountered on returning to the corner of the church. The player taking the role of Napier should be given a more detailed personal record of wounds than the rather simplistic one used in the previous two games, while the umpire will keep a secret record to show how his strength gradually fails from exhaustion and loss of blood.

Personal combat between player characters and enemy soldiers in any of the games may be resolved using conventional skirmish wargame techniques or by adapting the combat system for Mediaeval knights described in 'Chivalry' in 'White Dwarf' 130 (October, 1990), in which players compare cards showing various sword

cuts and parries to determine whether a thrust or cut succeeds or is blocked by a defensive move. Relatively little work will be necessary to prepare similar cards showing Napoleonic officers armed with swords or sabres instead of knights in armour, and it should be possible to produce additional cards for bayonet-fighting. Yet another idea would be to use the 'Coming To Close Grips' pirate duelling mechanism

Above: *The Tete de Column, sappers, drums and colours.*

Below: *French artillery pound the village as columns of foot move up to the attack. 15mm Battle Honours painted by and from the collection of Peter Moore.*



developed by Jim Wallman for the 'Blood & Thunder II' megagame, or to simply resort to the playground 'Scissors, Paper, Stone' game, which can represent the tension and speed of reaction of hand to hand combat with sword or bayonet.

For this game it is not necessary to create a tabletop terrain showing the entire village and its surroundings; instead, a series of pre-prepared, small displays can portray the various incidents described by Napier: the stone wall, the village street, the rocky mound by the church, the end of the lane and the corner by the church. Nor will it be necessary to have more model troops than most immediately surrounding Napier himself, a few Frenchmen to his front and casualties from both sides. Those who enjoy painting individual personality figures can create detailed models of the various officers, but should remember that Charles Napier did not affect the flowing side-whiskers shown in his portrait until after his jaw was shattered by a musket-ball at Busaco in 1810.

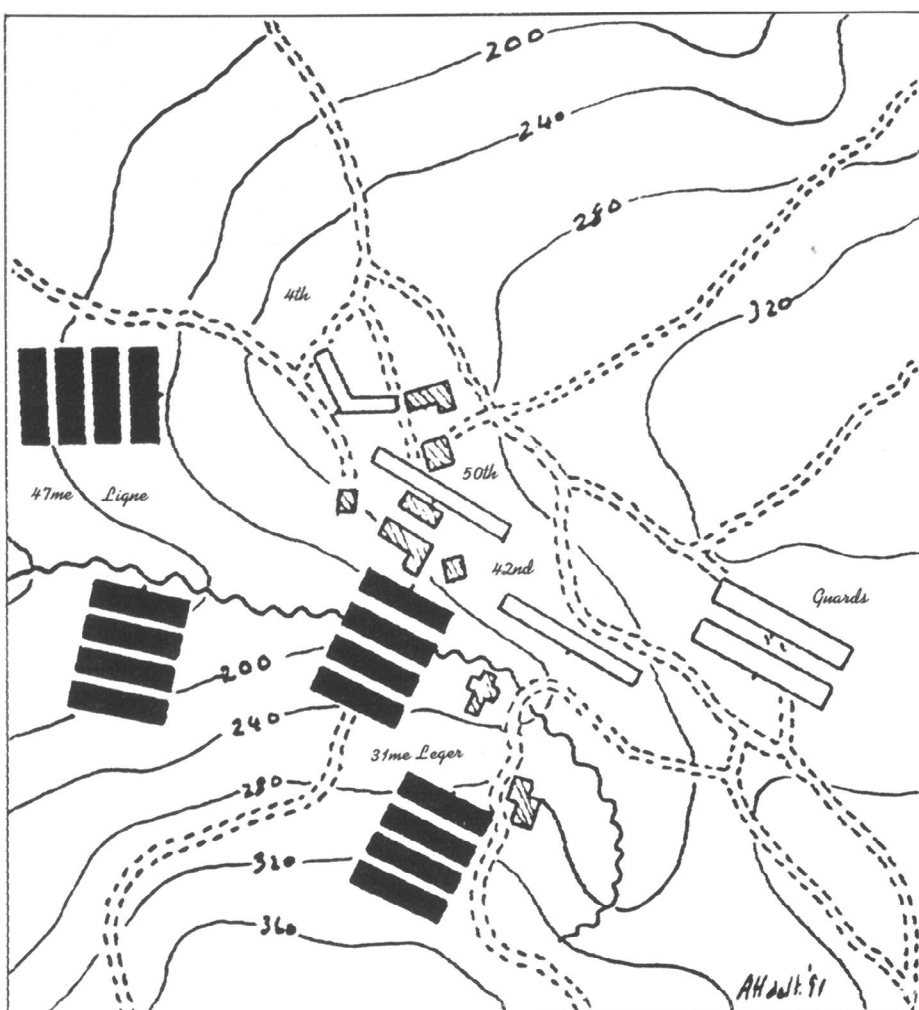
Information for Umpires

The 50th Foot disembarked 599 men in England in January 1809. Both Forescue and Oman agree that the battalion lost five officers (two killed and three wounded, according to the latter) and 188 men, so it can be assumed that it entered the battle of Corunna with a strength of about 784, and that, if the companies were of approximately equal size, each company numbered in the region of 75-80 all ranks. A company would, in theory, be commanded by a Captain, assisted by a Lieutenant, an Ensign and two Sergeants, orders being transmitted by two drummers (buglers in the Light Company). The accompanying diagram shows how the 50th should have been drawn up in line behind Elvina, in which the Light Company was deployed as picquets. Although Field Officers were normally mounted, both Napier and Stanhope remained on foot throughout the action, their horses either having foundered during the retreat or been slaughtered to prevent them falling into the hands of the enemy.

Extracts from Charles Napier's Account

(I have inserted quotation marks around direct speech in accordance with modern punctuation, but have retained the original spelling.)

'Our line was under arms, silent, motionless, yet all were anxious for the appearance of Sir John Moore . . . "Where is the general?" was now heard along that part of the line where I was . . . This agitation augmented as the cries of men stricken by cannon-shot arose. I stood in front of my left wing, on a knoll, from whence the greatest part of the field could be seen, and my picquets were fifty yards below, disputing the ground with the French skirmishers; but a heavy French column, which had descended the mountain at a run, was coming on behind with great rapidity, and shouting "En avant, tue, tue, en avant tue!" their cannon at the same time, plunging from above, ploughed the ground and tore our ranks. Suddenly I heard the gallop of horses, and turning saw Moore . . . for a while he looked, and then galloped to the left, without uttering a word. I walked to the right of my regiment, where the French fire from the village of Elvina was now very sharp, and our picquets were being driven in by the attacking column; but I soon returned to the left, for the enemy's guns were striking heavily there, and



French attacks & the British response

his musquetry also swept down many men. Meeting Stanhope, I ordered him to the rear of the right wing, because the ground was lower, it was his place, he was tall, the shot flew high, and I thought he would be safer. Moore now returned, and I asked him to let me throw our grenadiers, who were losing men fast, into the enclosures in front. "No," he said, "they will fire on our own picquets in the village." "Sir our picquets, and those of the 4th Regiment, also, were driven from thence when you went to the left." "Were they, then you are right, send out your grenadiers," and again he galloped away. Turning round I saw Captain Clunes of the 50th, just arrived from Coruna, and said to him, "Clunes take your grenadiers and open the ball." . . .

'Lord William Bentinck now came up on his quiet mule, and though the fire was heavy began talking to me as if we were going to breakfast . . . but no recollection of what he said remains, for the fire was sharp and my eyes were more busy than my ears . . .

'Lord William and his mule, which seemed to care as little for the fire as its rider, sheltered me from shot, which I liked well enough; but having heard officers and soldiers jeer at Colonel Walker for thus sheltering himself behind General Fane's horse at Vimiera, I went to the exposed side; yet it gave me the most uncomfortable feel experienced that day . . .

'When Lord William went away I walked up and down before the regiment, and made the men shoulder and order arms twice to occupy their attention, for they were falling fast and seemed uneasy at standing under fire. The colours also were lowered, because they were a mark for the enemy's great guns: this was by the advice of old John Montgomery, a brave soldier who had risen from the ranks. Soon the 42nd advanced in line, but no orders came for me. "Good God! Montgomery," I said,

"are we not to advance?" "I think we ought," he answered. "But," said I, "no orders have come." "I would not wait," he said. The 4th did not move, the 42nd seemed likely to want our aid, it was not a moment for hesitation, and John Montgomery, a Scotchman, said laughingly, "You cannot be wrong to follow the 42nd." I gave the word but forbade any firing, and to prevent it and occupy the men's attention, made them slope and carry arms by word of command. Many of them cried out, "Major let us fire!" "Not yet," was my answer, for having advanced without orders, I thought to have them more under command if we were wrong, whereas, firing once begun, we could not change. At that moment the 42nd checked a short distance from a wall and commenced firing, and though a loud cry arose of "Forward! forward!" no man, as I afterwards heard, passed the wall. This check seemed to prove that my advance was right, and we passed the 42nd. Then I said to my men, "Do you see your enemies plain enough to hit them?" Many voices shouted, "By Jesus we do!" "Then blaze away!" and such a rolling fire broke out as I have hardly ever heard since.

"After passing the 42nd we came to the wall, which was breast high and my line checked, but several officers . . . leaped over, calling on the men to follow. At first about a hundred did at a low part, no more, and therefore, leaping back, I took a halberd and holding it horizontally pushed many over the low part; and again getting over myself, run along, followed by my orderly sergeant, Keene, with his pike. As we passed, four or five soldiers levelled together from the other side, but Keene threw up their muskets . . . which saved me from being blown to atoms, as it was my face was much burned; then all got over, yet it required the example of officers and the bravest men to get all over.

'Now the line was formed beyond the wall . . . We then got to marshy ground close to a village, where the fire from the houses was terrible, the howitzers from the hills pelting us also. Still I led the men on, followed closely by Ensigns Moore and Stewart with the colours until both fell, and the colours were caught up by Sergeant Magee and another sergeant. My sword-belt was shot off, scabbard and all, but not being hit I pushed rapidly into the street, exactly at the spot where, soon after, I was taken prisoner. Many Frenchmen lay there, apparently dead, but the soldiers cried out, "Bayonet them, they are pretending." The idea was to me terrible, and made me call out, "No! no! leave those cowards, there are plenty who bear arms to kill, come on!"

'At this place stood the church, and towards the enemy a rocky mound, behind which, and on it, were the grenadiers; but no officer met my sight, except Captain Harrison, Lieutenant Patterson, Lieutenant Turner, and my efforts were vain to form a strong body; the men would not leave the rocks, from which they kept up a heavy fire. No time was to be lost, we could not see what passed on our flanks, we had been broken in carrying the village of Elvina, and as a lane went up straight towards the enemy, I run forward calling out to follow: about thirty privates and the above-named officers did so, but the fire was then terrible, many shells burst among us . . . making my ears ring. Half way up the lane I fell, without knowing why, but was much hurt, though at the moment unconscious of it; a soldier cried out, "The major is killed." "Not yet, come on!"

'We reached the end of this murderous lane, but a dozen of those who entered it with me fell ere we got

as long as you can. I will go to the left and try to make out how the 42nd get on" . . .

'Telling this to Captain Harrison, I went off along a lane running at right angles from the one we were in, and parallel to our position; this exposed me to the English, not to the French fire, but being armed with only a short sabre, useless against a musket and bayonet, and being quite alone, short-sighted, and without spectacles, I felt very cowardly and anxious. Pursuing my course however for about a hundred yards, I came near a French officer lying on his back wounded . . . and though I approached him out of pity, he thought it was to kill him: his feet were towards me and as he raised his head he cried out to some comrades above him, pointing . . . towards me. Those whom he addressed could not be seen, for the ridge was about six feet high, nearly perpendicular, with the thick hedge at top; but my danger was soon announced through the roots of the hedge by a blaze of fire poured so close as to fill the lane with smoke. All went over my head, being evidently fired without seeing me, or my body must have been blown to pieces.

'Giving myself up for lost, the temptation to run back was great, but the thought that our own line might see me, made me walk leisurely, in more danger indeed yet less alarmed than when going forward without knowing what would happen. The whole excursion along the lane was the most nervous affair I ever experienced in battle; nor was my alarm lessened on getting back, for Harrison and the others were gone! . . . I felt very miserable then, thinking the 50th had behaved ill; that my not getting the battery had been a cause of the battle being lost, and that Moore would attribute all to me. The English smoke

myself by the exertion grasped his firelock with both hands, thus in mortal struggle regaining my feet. His companions had now come up and I heard the dying cries of the four men with me, who were all bayoneted instantly. We had been attacked from behind by men not before seen, as we stood with our backs to a doorway, out of which must have rushed several men, for we were all stabbed in an instant, before the two parties coming up the road reached us . . . they appeared to be the men whose lives I had saved when they pretended to be dead on our advance through the village. They struck me with their muskets clubbed, and bruised me much; whereupon, seeing no help near, and being overpowered by numbers, and in great pain from my wounded leg, I called out "Je me rend," remembering the expression correctly from an old story of a fat officer, whose name being James, called out "Jemmy round" . . .

Napier's life was saved by a young French drummer, called Guibert, and, after much ill-treatment and suffering, he was eventually taken to Soult's quarters, where he received food and medical treatment.

The Fates of Other Officers

Major Charles Stanhope was, as described above, killed by a musket-ball. Lieutenant John Napper Wilson, of the Light Company, and Ensign Stewart, who was carrying the Regimental Colour, were also killed. According to Patterson, Ensign Moore, who bore the King's Colour, 'had all along a presentiment of his fate; and



Diagram showing 50th Foot deployed in line, according to Dundas

through it. However some shelter was found beyond the lane; for Brooks of the 4th had occupied the spot with his picquet the day before, and had made a breastwork of loose stones . . . about a dozen of us lodged ourselves behind this breastwork, and then it appeared to me that by a rush forward we could carry the battery above; and it was evident we must go on or go back, we could not last long where we were. Three or four men were killed at my side, for the breastwork was but a slender protection, and two were killed by the fire of our own men from the village behind . . .

'This misery . . . made me so wild as to cry and stamp with rage, feeling a sort of despair at seeing the soldiers did not come on. I sent Turner, Harrison and Patterson, the three officers with me, to bring them on, and they found Stanhope animating the men, but not knowing what to do, and calling out, "Good God where is Napier?" When Turner told him I was in front and raging for them to come on for an attack on the battery, he gave a shout and called on the men to follow him, but ere taking a dozen strides cried out, "Oh my God!" and fell dead, shot through the heart. Turner and a sergeant who had been also sent back, then returned to me, saying they could not get a man to follow them up the lane. Hearing this, I got on the wall, waving my sword and my hat at the same time, and calling out to the men behind among the rocks; but the fire was so loud none heard me, though the lane was scarcely a hundred yards long . . . My companions called out to jump down or I should be killed: I thought so too, but was so mad as to care little what happened to me.

'Looking then along the field, from the height of the wall, our smoke appeared to be everywhere retiring; but the French smoke was not advancing, which gave me comfort . . . jumping down I said to Harrison, "Stay here

had gone back, and my only comfort was that the French smoke had not gone forward . . .

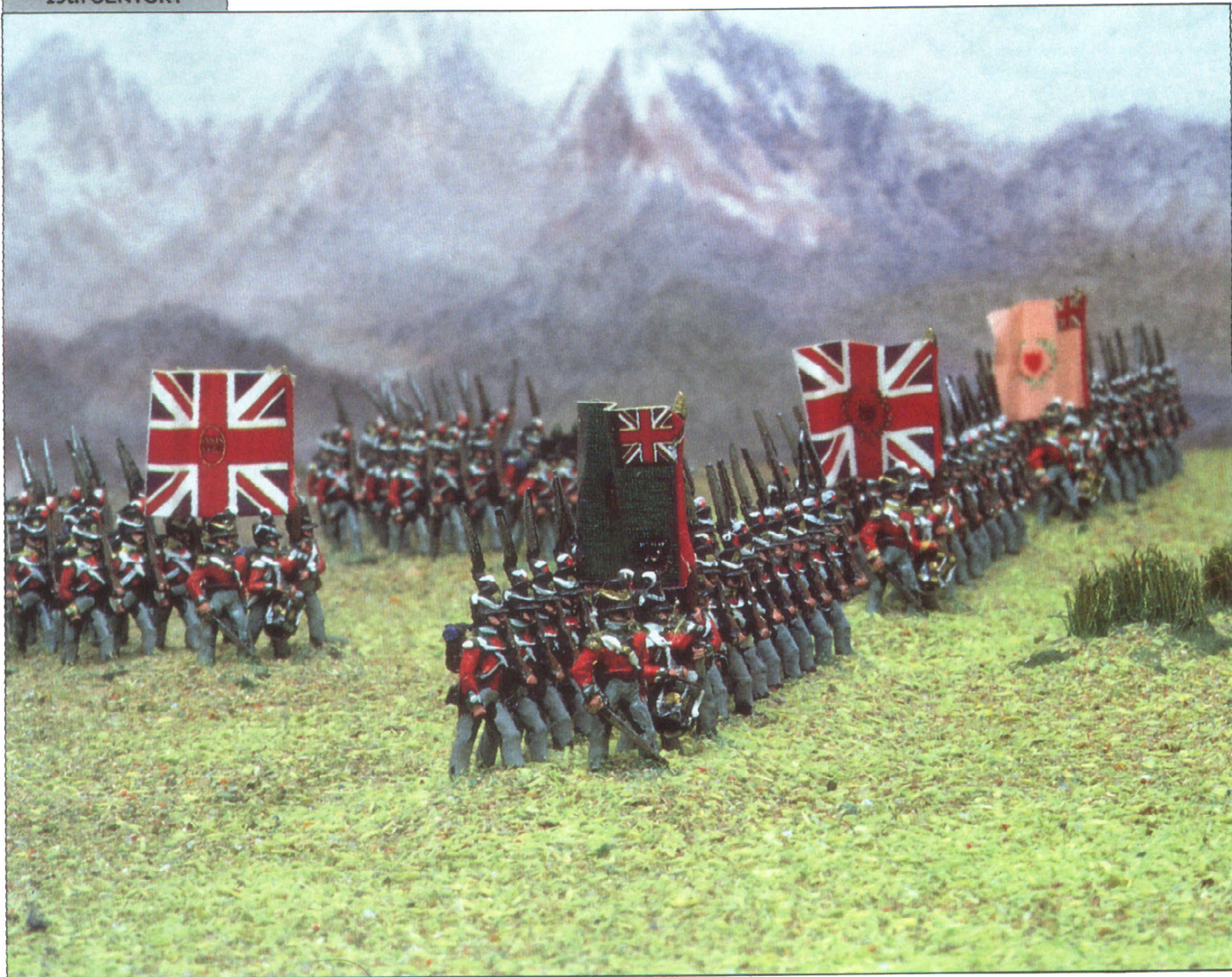
'In this state of distraction, and still under a heavy fire, I turned down the lane to rejoin the regiment and soon came on a wounded man, who shrieked out . . . The agony with which he screamed was great, it roused all my feelings, and strange to say alarmed me about my own danger, which had been forgot in my misery at finding Harrison was gone from the corner, and thinking the battle lost. Stopping down, I raised the poor fellow, but a musket-ball just then broke the small bone of my leg some inches above the ankle; the pain was acute . . . Telling the man of my own wound, my course was resumed; his piteous cries were then terrible, and fell bitterly as reproaches for my want of fortitude and courage . . . I felt it horrible to leave him, but selfishness and pain got the better, and with the help of my sword, limping and with much suffering, I arrived at a spot where two other lanes met at the corner of a church: there were three privates of the 50th, and one of the 42nd, an Irishman, there, who said we were cut off, and indeed Frenchmen were then coming up both lanes, one party from the position of the 50th the other from that of the 4th. The last appeared the least numerous and the nearest, they were not thirty yards from us, and forgetting my leg then, though I had not pluck to do so for the poor wounded man left behind, I said to the four soldiers, "Follow me and we'll cut through them"; then with a shout I rushed forward.

'The Frenchmen had halted, but now run on to us, and just as my spring and shout was made the wounded leg failed and I felt a stab in the back; it gave me no pain, but felt cold and threw me on my face. Turning to rise I saw the man who had stabbed me making a second thrust; whereupon letting go my sabre I caught his bayonet by the socket, turned the thrust, and raising

KEY:

- MN – Major Charles Napier
- MS – Major Charles Stanhope
- P – Paymaster John Montgomery
- E – Ensigns Stewart and Moore
- CC – Captain Clunes
- C – Captain
- A – Adjutant
- L – Lieutenant
- E – Ensign
- S – Sergeant

talked of it as an event inevitably to happen in the first battle. This sad foreboding, from which I could not rally him, never for a moment preyed upon his mind, which was always cheerful and contented. Moore died at Haslar hospital, Gosport, after lingering for several weeks. The ball having penetrated his lungs, there was no possible hope of his recovery. His father was a clergyman in the North of Ireland, who had lost other sons in the service of his country . . . At the moment when these officers fell, we were passing, thickly crowded, through a lane enclosed with loose stone walls, and the fire, to which we were sadly exposed, raked us most unmercifully. The colours, with the officers around them, formed a conspicuous mark, against which, with deadly aim, a fatal shower of bullets was discharged. It was such hot work, that a man would be inclined to give himself a shake or two, after all was over, in order to ascertain whether his head was on his shoulders. Captain Clune's bravery resulted in his being promoted to a majority in the 54th Foot. Lieutenant McCarthy, who had almost expired in the snow during the retreat, but had been missed by his comrades, who, retracing their continued on page 37



THE FIRST CHINA WAR 1839-42

The Opium War, part 1

by John Ingleby and Colin Ashton

Historical Background and Causes of the War

August 1992 marks the 150th anniversary of the Treaty of Nanking, which marked the end of the First China War. The terms of the treaty gave Great Britain trade access to a number of Chinese ports. Another condition was that the British be given an island to be used as a base for their trading operations with China – Hong Kong.

Our interest in the war stems from two very different directions. For one this was a continuation of a long interest in 19th Century Colonial Warfare, particularly those involving the Honourable East India Company. The other goes back to service in the British Army, with exposure to regimental histories, traditions and insignia (particularly the Dragon motif awarded to all regiments which served in the war).

The war has received the attention of several authors on a broadly historical and political perspective. From a military and wargaming viewpoint however we are unaware of any such coverage.

Admittedly the war, with hindsight, was very one-sided, but at the time the vastness of China

and her resources gave cause for concern. However, one-sidedness is not unique to British military expeditions of the 19th Century and has certainly never deterred wargamers from recreating any of the numerous 'Small Wars' of the era.

The one-sidedness in the China War is very pronounced. Despite the physical size of China and its vast resources in terms of manpower, the technologically superior but very small inadequately equipped and supplied British expeditionary force managed to invade the Chinese mainland, and force its demands on China after defeating everything that the Chinese could throw at it! For the wargamer there are many actions suitable to recreate on the wargames table, from small naval actions or skirmishes involving outposts and small garrisons to fully fledged battles and the storming of towns and cities, as will be demonstrated later in this article. It is possible that the very reason for the war, considering the world we live in today, is just a little unpalatable? That Great Britain, with a vast Empire in the making went to war to maintain its trading rights is not unique in the context of

Colonial Warfare. However, forcing the importation of Opium on another country in which its presence is banned is something else altogether!

How was it that Britain relied so much on the Opium Trade? To understand this it is perhaps necessary to look back to the 18th Century and to examine the activities of the Honourable East India Company which created an entire economy based on this trade.

Around 1715 the East India Company had established its first factories (warehouses) in Canton, and since then had been gradually gaining dominance as the major trading interest in China. However, Canton was the only place that foreign traders were allowed to import their goods, and this only via a third party group of Chinese merchants, the Hong. The reason for this lay in the attitude of the ruling Manchu Emperor Tao-Kuang, who was of the opinion that China could well do without the influence of these 'foreign devils' spreading throughout the country. If they were restricted to one location only they could be easily controlled. In any case, what did these 'barbarians' have to offer China in terms of tech-

nology, science, culture or anything else for that matter. Worse still, they were only merchants, considered one of the lowest of the low in Chinese society.

For the East India Company, the main exports from China were silk, tea, porcelain and rhubarb, all of which were returned to Calcutta and London for future sale. The restrictions imposed on them did not therefore create a great problem initially, and despite the reluctance of the Chinese to purchase immense quantities of British goods the East India Company could pay for their purchases, due to its vast trading network, in Gold.

One item on the list of goods available for sale in Canton was opium, purchased mainly for medical purposes, although a small amount did find its way into the hands of an increasing number of addicts around the Canton area. Unfortunately this misuse began to spread so fast that the Chinese government began to get alarmed. In 1729 the misuse of opium was seen as such a threat that the Emperor issued a ban on its import, except under licence from the Chinese government. The East India Company representatives in Canton conformed with the ban, anxious not to hazard the normal trading concessions and perhaps their lives by breaking it, leaving the addicts' only source of supply numerous smugglers and those western traders after a quick profit despite the risks, mainly Portugese from Macao. (Macao was at the time governed by the Portugese and was the only area of residence permitted to foreign traders.) All of this did not necessarily concern

the East India Company, as its major sources of wealth and income were elsewhere.

So long as the above remained true the trading activities of the Company in China were able to continue unaffected. However there were events unfolding in India which were to change all this. In 1757 Robert Clive was victorious at the Battle of Plassey, gaining for the Company new territory in Bengal, so rich



Opposite: 15mm British (Napoleonic) advance on the enemy. 15mm Mini Figs painted by Mili Art. Terrain block by Wild Geese, backdrop by Kenny Lynch. Above: Heavily converted 15mm Chinese defend a star fort from Farms & Fortresses. Below: The protagonists close for a decision.



and fertile to have been known as the Garden of Eden. In the past this region had, with the co-operation of its ruler provided excellent trade possibilities and a large proportion of the East India Company's source of income. Within 10 years of Plassey the greed of a small group of Europeans acting for the Company had stripped Bengal bare and reduced it to virtual poverty. It was clear that the income gained from Bengal in the past was lost. Indeed in 1772 the Company was in financial difficulties and could not pay its creditors. To restore the situation it turned to the British Government for help whilst also looking at the sale of opium as an alternative source of income.

Why opium? From the Company's point of view the reason was simple. Bengal already produced opium, probably the best quality available. This was a crop accessible to all those who wished to trade in it, and in the past the French, Dutch and the Company had done so. Now that Bengal was controlled by the latter they had a virtual monopoly, and were able to control the price and movement of the drug and deny their competition any access to it. Even more important a ready market already existed. China with its 300 million or so inhabitants had shown its vulnerability. Opium has the ability to sustain its own market and demand could only increase. The only problem was how to get it into China without endangering existing and future trade by breaking Chinese law. Again the solution was simple. The East India Company was able to sell the opium to their licensed traders operating the 'Country Ships'. These merchants purchased goods off the Company and then were free to sell them where they could and make a tidy profit in the process, providing they were not in direct competition with the Company's representatives. Once sold to the 'Country Ships' the opium did not belong to Company or the Supercargoes in Canton, so as long as the opium was disposed of in Macao (as were existing illicit opium imports) no direct involvement could be traced back to the Company. Once in Macao the opium could be collected by the Hong merchants for disposal in Canton, providing they were willing to risk the penalties if they were caught smuggling the drug. This final link in the chain was the most dangerous, but for the Hong, the profits from the sale of the drug were well worth the risks. Also, as long as the foreigners had money they would purchase Chinese goods from the Hong – a neat circle with the merchants on all sides making a profit!

There was another 'operation' on the go. One that was to encourage the British Government to assist the East India Company. As the Company were selling Opium to the Chinese they were buying tea which was largely destined for sale in Britain. The government were therefore able to impose a duty (tax) on this increasingly popular commodity. (In 1793 the tax levied on tea amounted to between 3 and 5 million pounds, in a total tax income of some 16 millions!)

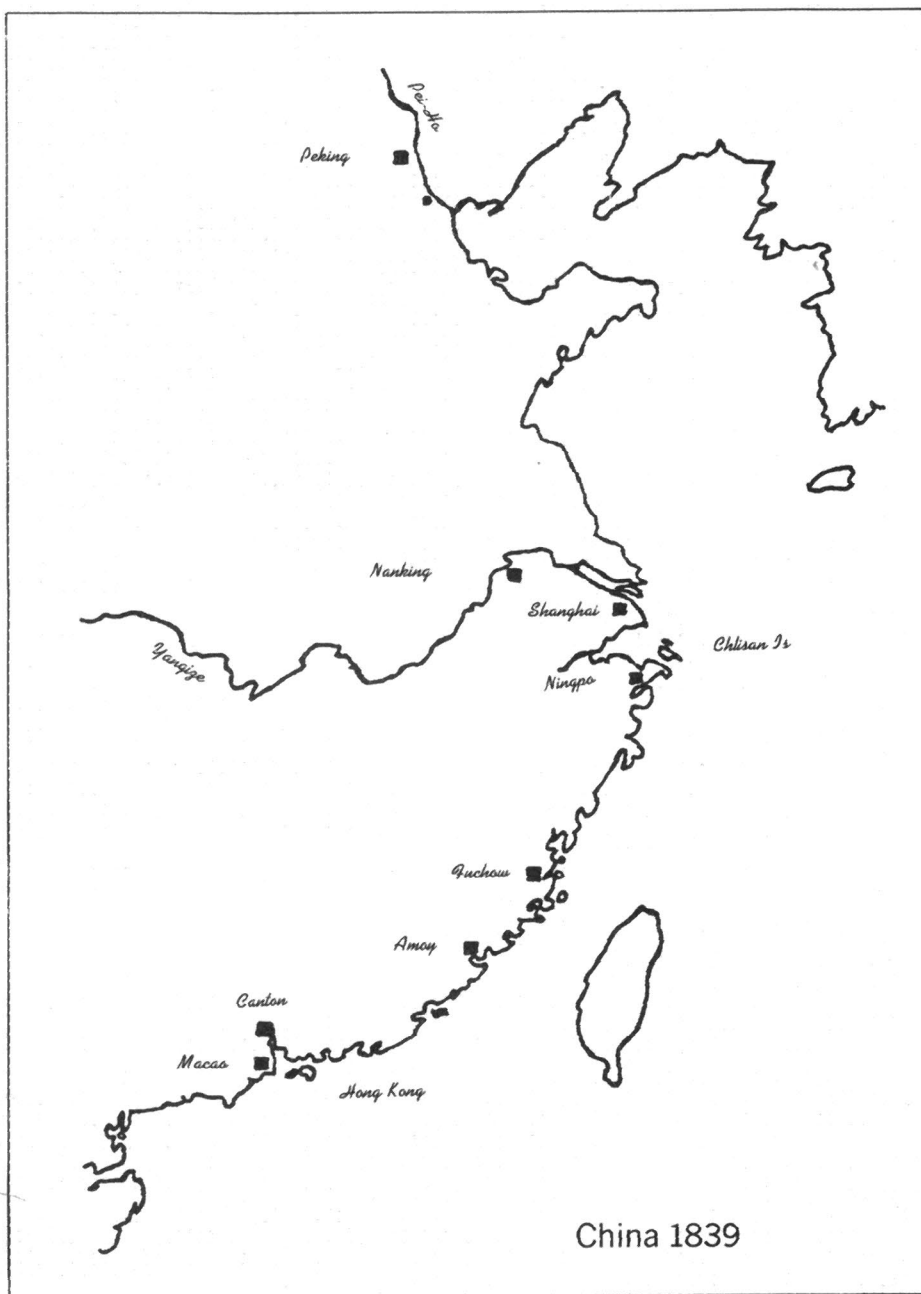
Anxious to hold onto and perhaps increase income from the tea duty the British government sought to open formal diplomatic relations with China, and the Emperor in person, in order to try and obtain a relaxation of the trading restrictions currently imposed on the East India Company. Perhaps pre-empting this the East India Company had already increased production of opium in Bengal and had finally given up any pretence at legality by

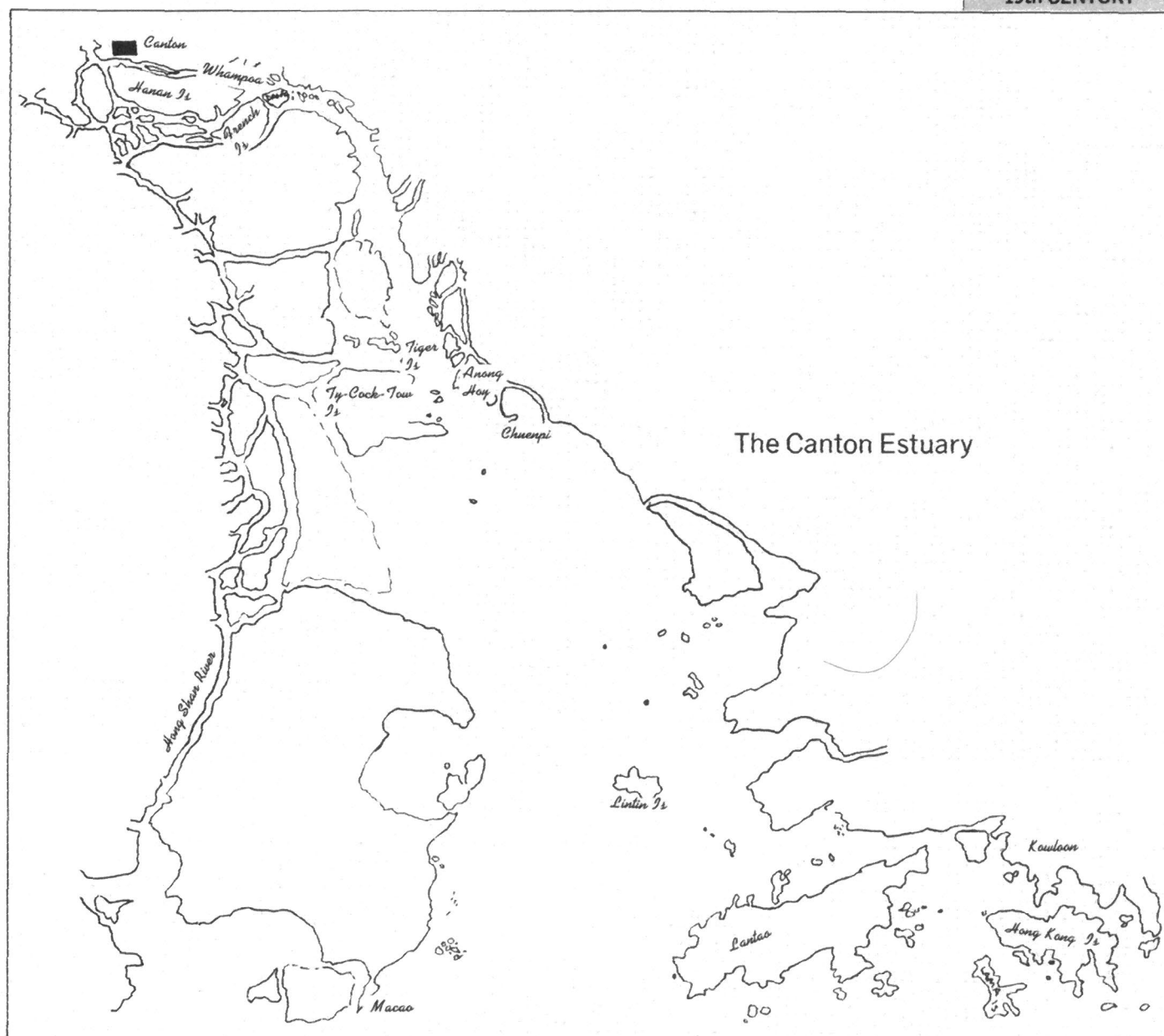
being directly involved in the smuggling of the drug into China, ignoring the restrictions and taking advantage of the plentiful supply of corrupt Chinese officials. This was not really what the British government had in mind to increase the opium/tea trade, but the ends justified the means, as without a diplomatic solution this was the only way that the Company was able to get large quantities of the drug into Canton and increase the amount of tea being shipped to Britain.

Talking to the Chinese on diplomatic terms was a problem to say the least, the etiquette being difficult for foreigners and totally unacceptable for the British mentality. The stumbling block was not just the complexity of the Chinese system, but the Emperor himself, who either would not or could not recognise any level of parity with European monarchs. Therefore any representatives of these monarchs would be looked upon as paying tribute, not as negotiators representing international equals. This was to be a constant problem, as was the practice of Kowtow, the means of showing respect when being presented to the Emperor for interview. Kowtow required the

subject to prostrate himself on the ground three times, knocking his head three times on the floor! To the British this was definitely unacceptable being undignified and an unnecessary sign of servitude to a foreign monarch. Indeed in 1793 when Lord MacArthy visited China he could only go down on one knee and bow the requisite number of times, and Lord Amherst refused flatly, on the advice of a Company representative, to do anything of the sort! Not surprisingly both gentlemen, among many others, achieved absolutely nothing.

If we pause for a moment we can see that all the required ingredients for open aggression were present. The Company increasing production, imports and exports of opium, legally or otherwise. The British government reliant on the revenue obtained from the importation of tea to Britain. A Nation and its Emperor not really interested in these foreign devils, resisting their cultural influence and the importing of drugs, but finding the export outlet useful. Addiction had set in, one nation to the drug and the other to money, with the East India Company, almost a nation in itself, in





the middle, reliant on continued trade with both to survive. All that was needed to create the final spark was 'Something' or 'Someone' to try and stop the common denominator in all this . . . the opium!

The 'Something' was the continually renewed efforts of the Chinese Emperor to ban all trade in opium, but with corruption on both sides of the fence in Canton all such efforts were to come to nothing. The 'Someone' however was a fifty year old Chinese Provincial Governor by the name of Lin Tse-Hsu, who in a statement to the Emperor on the drug traffic appeared to advocate a more retaliatory stance, tempered with a system of rehabilitation for the addicts. Pointing out that harsher penalties, i.e. death, for handing drugs would be more effective, he added that without a programme of rehabilitation all that would result would be the driving of the trade further underground. Cruelty tempered with kindness? The Emperor was impressed with this approach and appointed Lin as Imperial Commissioner for Canton, to hold full authority with powers to initiate and enforce any legislation he saw fit. His main task was to halt all smuggling, selling and smoking of opium.

Lin did not waste time, and as soon as he

arrived in Canton he went into action, firstly with the Chinese community. He made immediate representations to the people of Canton to weed out the smokers and begin to help them. He made it abundantly clear to the merchants and officials dealing in the drug that he would not tolerate any continuation of their past actions and that should he find any involved in dealing or bribery currently the punishments would be severe and immediate.

As for the British, Lin began by informing them that all opium stocks currently being held in Chinese ports or in Chinese waters were to be handed over. A document was to be signed by these merchants committing them to agree to cease trading in opium. A refusal would result in a complete halt to all trade in Canton. Believing that this was all a ploy to attempt to acquire a further bribe for the Chinese merchants the British delayed their reply. Lin was serious and to emphasise his position he threatened the Chinese merchants in contact with the British with death, and cut communications with Macao and Canton. Captain Charles Elliot RN, the British Superintendent of Trade, realised the severity of the situation and immediately donned his uniform, boarded HMS LARNE, then in Macao, and with ensigns

flying took that ship's gig in the direction of the Canton wharves. Though an attempt was made to halt his approach he succeeded in reaching his objective. Though not a direct act of war, his actions and the effect of showing to the Chinese that their law and sovereignty were being defied.

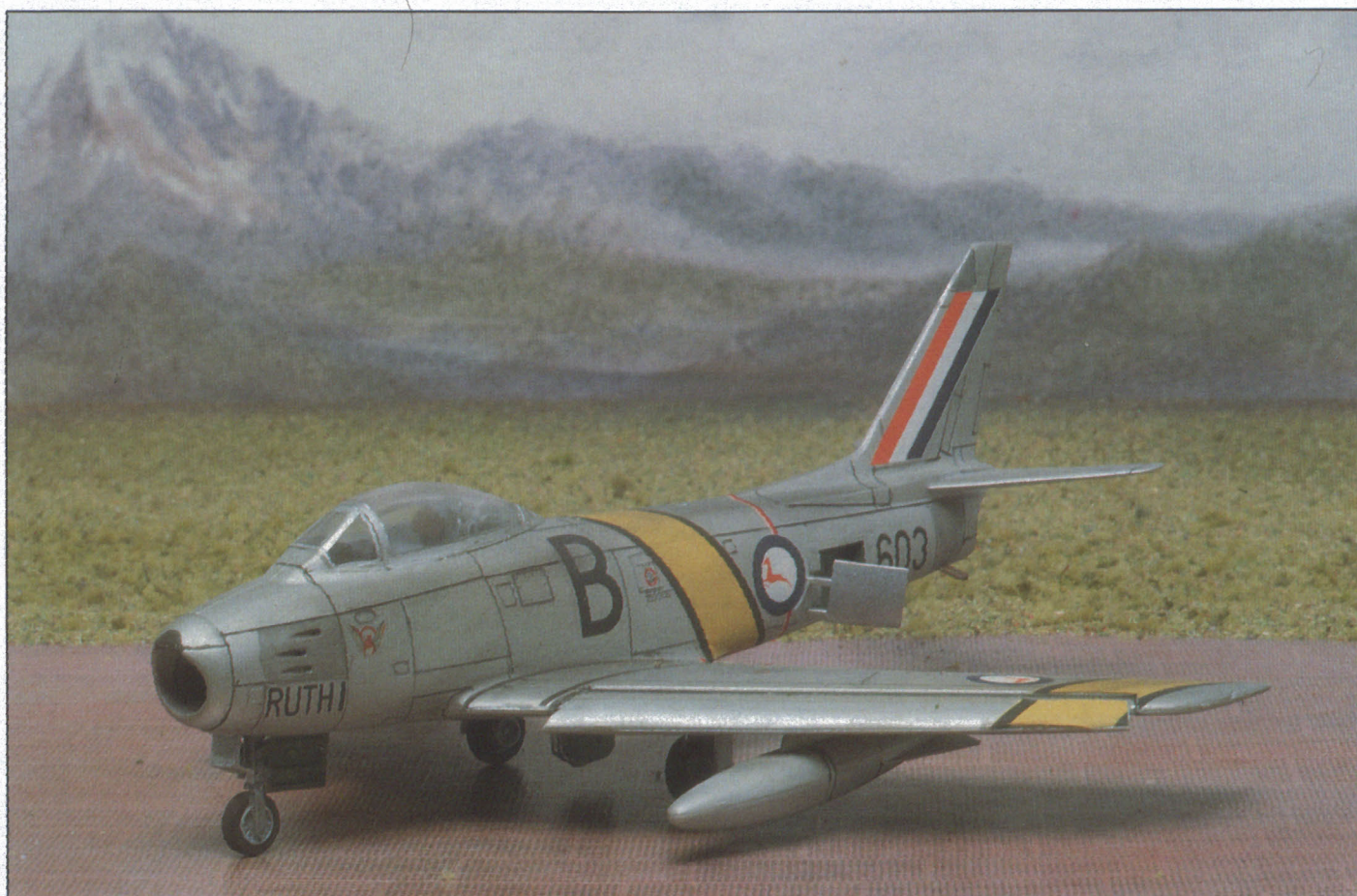
Lin's only recourse was to carry out his threat and stop trading and blockade the factories. All Chinese workers were withdrawn, the area was barricaded and patrolled by armed guards, and a small fleet of junks was ordered to patrol the river. If this did not succeed he intended to petition the Emperor to put an end to foreign trade for all time. Lin reminded the British that on Chinese soil they were subject to Chinese law, and if they did not comply with his instructions were liable to receive the same death penalty so recently threatened to the Chinese merchants. Elliot now fully aware that Lin could not be bluffed, discussed the situation with the merchants before handing over some 20,000 chests of opium, weighing over 2,500,000 pounds! The chests were taken to Chuenpi and destroyed. Following this Lin agreed to lift the blockade and allow trading to resume.

When news of these events reached Britain continued on page 38



Above: F-86 Sabre, 1:300th scale model by Skywarrior painted by the author and captured in mid flight en route to another kill.

Below: Another Sabre, this time a much larger scale plastic kit, built and painted by Phil Shinton, poised on the runway.



KOREAN AIR-WAR

Part 1

by Chris Russell

Air Combat during the Korean War

At the close of the Second World War it was agreed that Japanese forces north of the 38th parallel in Korea would surrender to Soviet troops and those south of this line to US troops. After two years of fruitless talks on reunification the Soviet Union established a Democratic People's Republic in north Korea and helped equip and train its military forces. These forces stormed across the 38th parallel on 25th June 1950 and quickly captured Seoul the capital of South Korea. As the Soviet Union was boycotting the UN Council it was unable to veto a UN resolution calling on members to assist in obtaining the withdrawal of the invaders. President Truman immediately ordered the US Far East commander General MacArthur to lend air and naval assistance and followed this three days later by ordering in ground troops.

Mustangs

The South Koreans were in headlong retreat and the only forces available to MacArthur were those based in Japan. Elements of the US 5th Air Force were quickly sent in to help stem the Communist attack, in particular, the unique long range F-82 Twin Mustang fighter (two Mustangs stuck together). F-82s were soon in action against the Soviet built piston aircraft of the North Korean Airforce. An F-82G of the 68th Fighter Squadron shot down the first plane destroyed in Korea on 27th June, the same day as the first bombing raids by B-26 Invader light bombers. Advancing southwards brought the North Koreans within range of other types of aircraft such as F-80 Shooting Star jets. F-80s were taking off at the rate of two every 15 minutes to join up with South Korean F-51 Mustangs.

By early July US carriers had started operating off the coast of Korea and were followed two weeks later by the Royal Navy carrier HMS *Triumph* with its 12 Seafires (navalised Spitfires) and 12 Fireflies. These aircraft were powerless to prevent the North Koreans from over-running all of Korea except for the area around the port of Pusan in the extreme south east, here the American 24th Division and the remains of the South Korean Army desperately dug-in. At first only the US 5th Air Force could back up the defenders. It was equipped and trained for the not too demanding task of defending Japanese airspace, not for ground attack, and its inventory of aircraft was therefore somewhat obsolete. The fluid nature of the ground fighting and the lack of proper ground-air co-ordination meant that little could be done to stop the onslaught, however, with the advent of light co-operation/spotter aircraft and raids by B-29 Superfortress bombers things rapidly improved. 22nd and 92nd Bomb Groups, with never more than 99 B-29s operating at any one time, dropped more bombs on Korea than B-29s dumped on Japan during the Second World War. Air power proved to be a vital element in saving the UN forces from total defeat.

Counter-Attack

The UN forces quickly organised themselves,

bringing in reinforcements including new troops from many countries and aircraft including Australian built Mustangs (CA-17) flown in by the Royal Australian Air Force's No. 77 squadron, and the more modern F-84 Thunderjet flown by the US Air force. Extra carriers began operating from Korean waters enabling air power to strike North Korean supply lines well to the north. Major-General 'Opee' Weyland took over command of the Far East Air Force and Communist planes were soon swept from the skies.

The North Korean air arm was equipped with Soviet built piston aircraft such as Yak-9, La-9 and La-11 fighters and Tu-2 and Il-10 bombers. These were all WWII designs or development of WWII aircraft. The fighters in particular were excellent. But, though fast – 430mph – well armed with up to four cannon and very manoeuvrable, in fact as good as any piston fighter, by 1950 they were completely out-classed by even semi-obsolete jets like the F-80. A few Yak-15 jets were used later on but this was a rushed design, built in 1946 by adding a war time German jet engine to the airframe of a Yak-3, and its performance was poor. The Il-10 was an improved Il-2 Shturmovik two-seat ground attack plane, slow speed and low ceiling compensated for by very heavy armour. The Soviets supplied 62 to North Korea and the Chinese also flew the type. The most common bomber encountered by the UN was the robust Tu-2 four-seater armed with two fixed cannon, up to three flexible MGs and a maximum bombload of about 6,600lbs. The main disadvantage suffered by the North Koreans was the poor level of pilot training.

In mid September the 10th Marine Corps landed at Inchon 20 miles west of Seoul and the beleaguered UN units round Pusan broke out. In a dramatic reversal of fortunes, assisted by 700 land-based and 300 carrier aircraft sorties a day, the UN sent the Communists scuttling back almost to the Yalu river – the border with China.

The Chinese, fearing that American influence on their border threatened the Communist's still fragile hold on China, began massing troops north of the Yalu. By late October, with the UN ignoring the strong warnings emanating from Peking, the Chinese had infiltrated 300,000 men into North Korea. These struck devastating blows on the unsuspecting UN army which was soon in headlong retreat. There was a shock in store for UN pilots too. A patrol of USAF Mustangs caught sight of some aircraft flying high to the north of the Yalu river. The sun glinted on swept back silver wings as they banked into a dive and headed straight for the Mustangs. Within seconds the enemy jets shot through the American formation, but superior experience and expertise enabled the Mustang pilots to manoeuvre an escape and the jets vanished back into China. The MiG-15 had arrived to challenge the UN's hold on the skies over Korea.

MiG Alley

A flight of four F-80s was approaching Sinuiju airfield in North Korea on a mission to take out an AA position when six MiG-15s were seen crossing the Yalu. The F-80s turned to meet them and the MiG's broke in all directions firing

wildly as the formations met. Five MiGs used their superior speed to escape but a sixth made the mistake of attempting to out-dive the US jets, the heavier weight of a Thunderjet soon brought it within range and a five second burst from six MGs sent the MiG crashing in flames into the banks of the river. This was the first ever jet versus jet combat. The MiGs soon gained their revenge however when a few days later they shot down two B-29s and damaged three more.

The area in the north west corner of Korea just south of the Yalu became known as 'MiG Alley'. The major supply routes of the invading Chinese 'volunteers' crossed the border here and wound south through the rugged countryside to the Communist capital Pyongyang and beyond. As UN aircraft were prevented from flying over China let alone drop bombs on it, in the eyes of the United Nations Security Council China was neutral, this area became the prime target for bomber missions, ranging fighter-bomber patrols and attacks by carrier aircraft. The lightly equipped Chinese infantry, expert at camouflage and often hiding during the day before attacking at night, provided scant targets for UN aircraft, instead Weyland decided to strike as near to the enemy's bases in China as possible.

Carrier aircraft could quickly get to such vital areas and were able to cover MiG Alley from short range and without having to worry about ground forces over-running their airfields. Like their Air Force colleagues the US Navy was in the process of changing from piston aircraft to jets but the USNs first generation jets suffered from limited ground attack potential being unable to carry effective loads far enough. This meant that piston aircraft such as the superb single-seat AD Skyraider, able to deliver 8,000lbs of bombs (and on one occasion the kitchen sink) with deadly accuracy, and the WWII vintage F-4U Corsair formed the most important element of a carrier. Indeed the British and Australians didn't use jets at all on their carriers relying instead on Seafire F47s, soon replaced by the heavier Sea Fury, and Fireflies. A Firefly was the first RN aircraft to shoot down a MiG-15 but generally this rather venerable two-seater was used for ground attack and reconnaissance. Carrier-borne jets included the F9F Panther, which made up nearly 90% of jets on carriers, its swept wing derivative the Cougar, the F3D Skyknight and the F2H Banshee nicknamed 'Banjo'. Radio-controlled pilotless Hellcats packed with explosives were employed to destroy special targets such as the bridge at Hungnam. They were guided in by specially equipped Skyraiders.

The Korean War saw the first extensive use of helicopters. Many downed Allied pilots were rescued by daring missions behind enemy lines and helicopters became an essential part of every carriers complement of aircraft.

Sabres

The only western aircraft capable of taking on the MiG-15 was the F-86 Sabre. F-86As of the 4th Fighter Interceptor Wing were quickly loaded onboard ship in California and arrived in Japan on 13th December 1950. Within days an advanced detachment of four Sabres flying

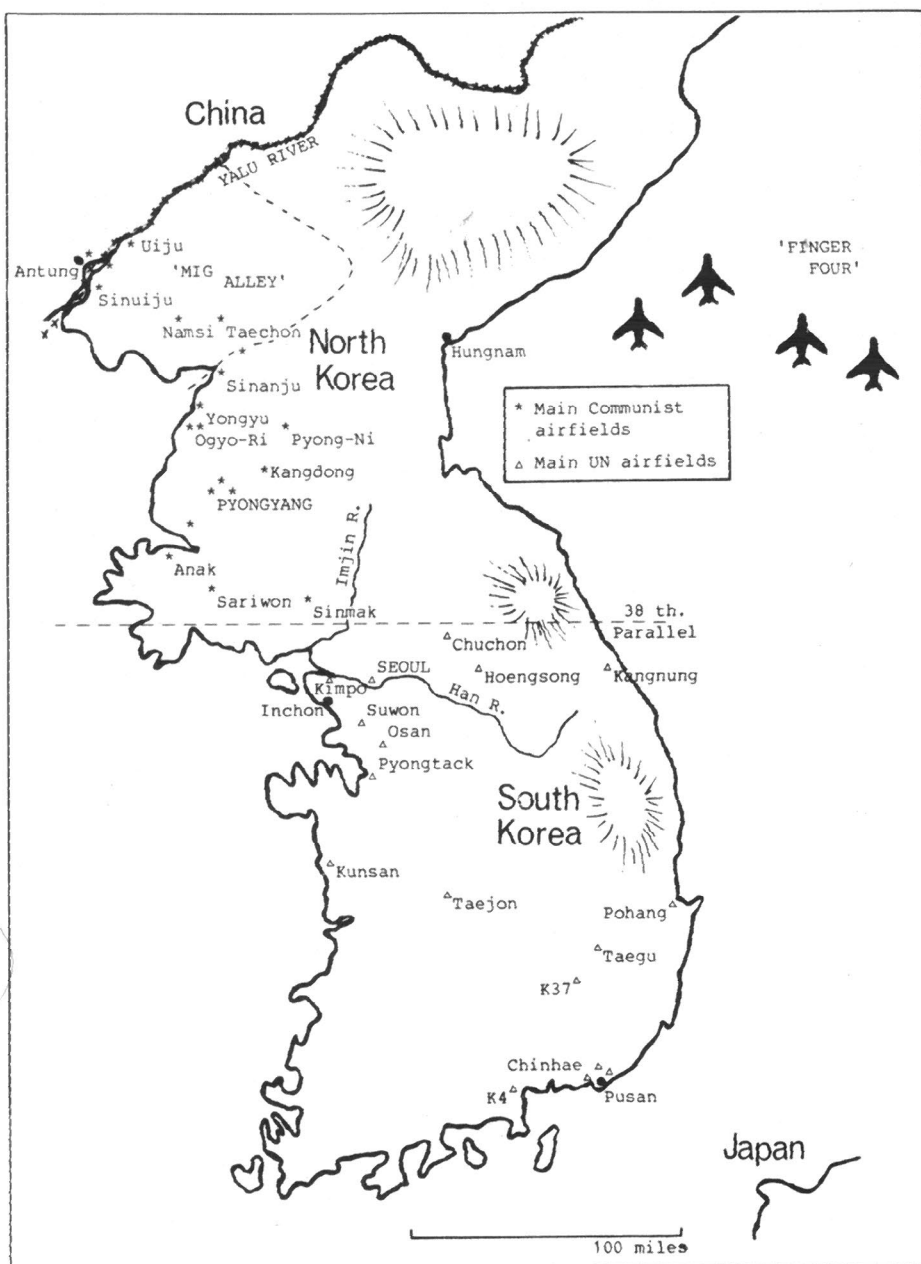
out of Kimpo west of Seoul was cruising over MiG Alley, speed was kept down to 475mph to conserve fuel and to give Chinese radar the image of a slower aircraft. The Sabre pilots, at 32,000ft, spotted four MiG-15s with Red Chinese markings climbing towards them 7,000ft below. The Sabres dived, pulled round left and got in behind the startled Chinese who now realised that their opponents were not the slower F-80s or F-84s they were used to but something far more deadly. The MiGs split up and scrambled for the border, but one Sabre pulled in behind a MiG and pumped three four-second bursts of MG fire into it. The Chinese plane rolled over in flames and crashed 10 miles from the Yalu.

A few days later the first Sabre was lost to MiG-15 cannon fire, but on the same day eight F-86s tangled with 15 MiGs at 30,000ft. The fight took the planes down to ground level where the Sabre had a slight edge and six MiGs were destroyed for no Sabre loss. Because of the lack of maintenance facilities the Sabres had to be withdrawn to Japan and the Communists regained a measure of air superiority, 75 MiG-15s were now flying out of Antung. However the Sabres soon returned, this time to Suwon, and the duel was renewed.

Sabres Versus MiGs

Chinese radar always gave the Communists plenty of warning of the arrival of UN aircraft. Sabres would approach MiG Alley at about 30,000ft, just below the height at which contrails form, and at 650mph giving them plenty of speed in hand. As the MiG-15 had a ceiling advantage of several thousand feet the Chinese would cruise up and down their side of the Yalu high up, waiting for the opportunity to dive down on their opponents. The optimum time was normally when a Sabre patrol had to turn for home due to fuel expenditure, this was quite soon as they were operating near the limit of their range. The Americans countered this by sending in flights at five minute intervals and different heights. The Communists used decoy aircraft to tempt their adversaries into premature attacks and sometimes MiGs would swoop in from two sides to sandwich the enemy. Becoming nervous of mixing it with the highly skilled American pilots, MiGs would circle high up before zooming down to execute a firing pass and then zoom back up to safety using their better climb rate and acceleration, a manoeuvre known as a 'yo-yo'.

The Soviet built fighter was much less stable than the F-96, they were often seen to spin and crash when trying out some tight manoeuvres. MiG pilots had no G-suits and so blacking out was a risk and the MiG also didn't give warning of an impending stall. Both aircraft could fly close to the speed of sound, up to 100mph faster than other contemporary jets, 200mph faster than piston fighters. The Sabre continued the American tradition of carrying an all machine-gun armament, six 0.5" MGs whereas the MiG-15 was designed as a bomber interceptor and so carried the heavier armament of one 37mm and two 23mm cannons. Machine-guns are much less destructive and are shorter ranged, but have a higher rate of fire so are more likely to hit. The ammunition capacity for cannon armed jets at this period was limited, the MiG-15 carried 40 37mm rounds and 80 rounds for each 23mm, the Sabre had 267 rounds per gun, however most jet pilots can only expect to get one good burst at fast moving, tight turning dogfight opponents and



the Sabres armament was considered to be too light. The American plane did have the advantage of better gunsights, an important consideration when the target rarely travels in a straight line at no angle of deflection.

Both sides used the four plane flight as the tactical unit, the 'finger four', though early on six plane flights were common. The largest Sabre formation was eight flights but this was difficult to control as any aircraft falling behind did not have enough excess speed to catch up. Communist formations were often much larger, sometimes 100 or more. Major Winton W. Marshall describes a large scale fight between 31 Sabres in three squadrons and a big Communist formation:

'We sighted eight MiG-15 jets coming across the Yalu River high above us. They were apparently out on their own fighter sweep, but they didn't come down on us... just then, Col Thuyng called out "bogies coming across the river dead ahead, 10,000 feet below!" He instructed me to cover him as he went down for a look. The bogies turned out to be 12 Tu-2 bombers and their escort of 16 La-9s with eight MiG-15s flying top cover. The Colonel called for a head-on pass by two squadrons... the whole sky became alive with smoke and flame. It was

really a sight - our boys scoring hits all over the bombers, and their fighters could do nothing. Col Preston called me and said "Bones, come on down and get 'em". The entire squadron went over on its back and came in on the bombers from six o'clock high... I lined up the bomber on the right side of the last box. My first burst set him afire. As I continued to fire, he fell out of formation and the crew began bailing out. Then two La-9s came into my sights and I gave the leader a short burst from my .50-calibres. He seemed to come apart at the seams and dropped like a stone to the ocean.'

(taken from 'The Jet Age' by Robert Jackson)

The final score was eight Tu-2s, three La-9s and a MiG-15 for no Sabres lost.

In early 1951 the F-86A was beginning to be replaced by the improved F-86E. The Communists countered with the MiG-15bis (also known as the MiG-15SD) with more powerful engine. The final mark of Sabre to see action in Korea was the F-86F, arriving in June 1952. This had a bigger engine, improved gunsight and a fixed leading edge which, though it increased the stalling speed, markedly enhanced manoeuvrability at high altitudes. From its introduction an average of 184 Sabres were operational at a given time. South Africa's no 2 squadron based

at Osan also few 22 F-86Fs and RAF and Canadian pilots had postings to USAF Sabre units. Wg Cdr Johnnie Baldwin of the RAF was killed by a MiG-15 whilst flying an F-86. By the end of 1951 130 MiG-15s had been destroyed for the loss of 24 Sabres.

Honchos

In May 1951, during a fight between 50 MiGs and 36 Sabres near Sinuiju, Captain James Jabara shot down his 5th and 6th MiG-15s. He was the first ever jet-jet ace. Soon after UN pilots noticed a distinct increase in the skill of their opponents, the reason was that Soviet, Czech and Polish pilots, including many who had seen action in WWII, were being sent to China on three month combat tours. Soviet markings were usually over-painted with Red Chinese or North Korean stars but some aircraft didn't even bother with this attempt at deception. The Americans dubbed these new pilots 'honchos' from the Japanese for boss.

Other US aces include Major George Davis who shot down 12 enemy aircraft before falling to the cannons of a MiG, and the highest scorer Captain Joseph McConnell with 16 victories in 106 missions. Unlike the two World Wars, where for instance the highest scoring ace of WWII was still only 23 when the war ended, the jet age demanded flyers with experience and cool heads, 'not the boldest but the oldest'. One third of Sabre aces also had kills in WWII and two thirds of scoring pilots were over 28 years old. Most Communist pilots, the honchos excepted, had no previous combat experience and were thrown into the deep end with inadequate training, indeed the Communists found it difficult to train enough pilots just to replace losses. This disparity of experience and training was the single most important factor in the domination of the generally superior MiG-15 by the Sabre.

When they could avoid F-86s MiG pilots found life a lot easier. At the end of 1951 five B-29s were shot down in a month forcing the UN to switch heavy bomber raids to night time where accuracy proved more difficult. As Britain was fully committed to fighting basically air oriented campaigns against rebels in Aden and Malaya, the only British jets to see action in Korea were flown by no 77 squadron RAAF whose Mustangs were replaced by Meteors. They would have preferred Sabres but the Americans had none to spare, nevertheless the Australians were keen to get to grips with the MiG. In combat they found that, not surprisingly, their ageing Meteors were no match for

the MiG-15, three MiGs were destroyed but at the cost of at least three Meteors downed and many more badly damaged. Losses would have been even worse had not the Meteor been such a robust aircraft. In the end the Australians had to avoid MiG Alley and switched to ground attack and bomber escort instead.

The situation on the ground entered a new phase when Lt Gen Ridgway took over command of UN ground troops. After blunting the Communist offensive he instituted a series of 'meat grinder' attacks using artillery and air attacks with rockets and napalm. The Communists were slowly pushed back to the 38th parallel and the front eventually stabilised after more Chinese assaults were bloodily repulsed.

Night Intruders

As Communist losses increased their commanders, both army and airforce, began to rely more heavily on night attacks. The UN forces were well equipped to counter night intruder raids with their radar expertise. Two-seaters such as the Marine Corps F7F-4N Tigercat flew patrols and their own intruder missions from carriers and ground bases at night. These were replaced by the F3D Skyknight jet which destroyed more enemy aircraft than USN fighters on day missions.

What must be the most bizarre aerial confrontation of the war took place at night when the Americans decided to put a stop to nuisance raids by North Korean PO-2s. The PO-2 was a bi-plane trainer that first flew in 1928 and had a top speed of less than 100mph. Its value as an intruder must have been more psychological than material though one did damage Australian Meteors parked at Kimpo airbase by dropping a handful of bomblets. F-94C Starfire night-fighter jets were given the task of halting this affront. In the first of this seemingly unequal contest an F-94 got on the tail of a PO-2, throttled right back and lowered flaps and wheels before shooting down the bi-plane, unfortunately the jet stalled and crashed to the ground killing both crewmen. The second time an F-94 got a PO-2 in its sights the pilot decided not to make the same mistake as his colleague, instead he kept his speed up but couldn't stop colliding with the target destroying both planes.

Silver Machines

The majority of land-based jets were left in natural metal finish, the saving in weight and

friction make unpainted aircraft about 3% faster than those covered in camouflage paint. The extra speed, around 20mph for Sabres and MiG-15s, was considered to be more important than the marginal increase in concealment at low levels, heights at which neither plane normally operated anyway. Maj Jabara, commenting on the bright appearance of Chinese jets, said 'I reckon they have a dozen people assigned to polish each MiG'. USAF planes carried a broad yellow recognition stripe outlined in black on the fuselage and each wing tip. They also sported plenty of flashy nose art, comic figures, gnashing teeth etc. Carrier aircraft were painted as extra protection against the harsh conditions encountered at sea, Navy blue or light grey being usual for the USN. The British adorned their planes with 'Normandy' style black and white stripes as the Americans had a habit of mistaking them for the enemy, one B-29 even took potshots at its escort of Sea Furys.

The first North Korean MiG-15 unit was now formed at Uiju but the UN, relieved at last to have a MiG base to strike at, attacked it relentlessly with B-29s at night and fighter-bombers during the day. After six weeks the North Koreans gave up and retired to China. The Soviet honchos were no longer in evidence and while the ground war lurched between peace talks and reckless Communist assaults, UN pilots won back total air supremacy. Communist flyers would often eject on seeing a Sabre and on 27th July 1953, with neither side able to see victory ahead, a cease-fire was agreed. Two hundred and ninety seven Sabres faced 950 MiG-15s but the imbalance of pilot skill and confidence was overwhelmingly in favour of the UN. Sabre pilots shot down more than 800 enemy planes over MiG Alley, the vast majority of them the F-86's principal target – the MiG-15 – for the loss of 78 of their own number.

The Korean War proved to be the swansong of the gun-only fighter. Just five years later Chinese Nationalist F-86Fs shot down 24 Communist Chinese MiGs with Sidewinder infra-red homing missiles, though one unexploded missile brought home in the jetpipe of a MiG-15 provided the means for the Soviets to produce a direct copy. The missile age had arrived.

Next Month – A set of air combat rules to recreate the battle for MiG Alley.

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THE RUNES OF LOKI

This month I thought I would favour you with a bit of balanced book reviewing. Actually, most of these books have been balancing on my desk for some time now, and two of them have been propping up a rather wobbly 'what-not' bought from Messrs Spin, Yarn and Leggit, auctioneers of repute and flakey furniture.

I do not include in my review the latest offering from Cheapskate Publications, as it appears that their book on martial arts is a misprint for marital aids, unless the infantry are using some very funny weapons these days.

The Lost Tribe

Published by Bandwaggon Ltd, part of their Empires of the Dead series.

This latest in the Empires of the Dead series covers the lost, but hardly lamented people known as the Pedantixs of the Great Silesian Plane.

In 1603 (at about 11.30am, according to Pedantix writing) Halitosis the Fiercesome (or Halitosis the shifty-eyed with the lobe of one ear missing, as the Pedantixs referred to him) declared war on all Pedantix. The Pedantix declined to accept this declaration, on the grounds that it was a Saturday morning, when all decent people were out washing their oxen and giving their horns a wax polish, and therefore against the rules. As a result the entire Pedantix nation was slaughtered – although legend has it that some Pedantix escaped, married into other tribes and became traffic wardens and insurance assessors.

The authors of this book have combined diligent research with nit-picking precision. They reveal that the Pedantix might have been saved had they united with the neighbouring Volatiles in their struggle against Halitosis and their quest for liberty and truth. Unfortunately, the Pedantix got rather bogged down wanting to know exactly what was meant by 'truth', and talks failed.

Conspiracy

By Irving Biggott.

Published by Sunday Sport Enterprises.

The slipshod and endlessly plodding Biggott has produced this book which is both confusing and confused. As I understand it, Mr Biggott is suggesting that Churchill was in fact a transexual brick-layer from Liepzig called Eva Bucquet and an SS agent, while Hitler was in fact an under-manager at the Halifax Building Society. If Mr Biggott is to be taken seriously then it appears that WWII was masterminded by Vera Lynns' record company to promote sales.

Legion of the Lost

By Paddy O'Doors.

Published by Fiend, Fiend and Tulkinghorn.

The true story of Jasper Nidol, wealthy socialite and card-sharp who disappeared after the Great Imperial Mint Scandal of 1903 and became known as Beau Nidol, joining the Irish Foreign Legion stationed in Cork.

Little Tipping: The First 7½ Years

By The Prof BA (Cantab, failed) using Lesley Dibbley's biro.

Published by Pireme Publishing Ltd.

What can I say, except that it is all here – the night Colin Beasley routed Dodgey Daves' zealots with a herd of greased pigs, and Nervous Eddie threw up in Big Stans tool-box; the Sunday lunchtime session at the Stoa and Eyeglass when Troy Polliquin sat on Trevor Hornbeams' Imperial Guard, and had to have it surgically removed, along with Trevors average dice. This book says it all.

Some classic black and white polaroids of Brenda Conkleys' décolletage.

The Battle of MacCaskills Point

By Ivor Grudge.

Published by Obscure Books Ltd.

MacCaskills Point was that there was a nose in his half of Groanenburp 1066 that was not his own. It is therefore not to be confused with the Battle of Jenkins Ear, or the Nasty Incident Involving Digby's Thing.

Although this book holds no real surprises (pop-up bayonets, for example) it should provide a clear source of reference material on all aspects for interested Wargamers.

The book contains a detailed study of the troops involved, even providing muster strengths. It is thus that we discover that thanks to a mix up over their packed lunches, and an earlier unfortunate encounter with a primitive form of combine harvester (which Gen Willouby Sneath-Barking mistook for a new-fangled machine of warfare) the 1st Regiment of the Ancient and Imperial Halbediers (the Old Peculiers, as they were affectionately known) arrived with only two battalions, with a combined strength of 179 one legged men, 33 renegade nuns and a drunken Elk-hound called Wallace.

The book also contains several interesting photographs of fields.

Submarine Warfare in Peru

By Ben Tine.

Published by Small Happenings Ltd.

This work traces the history of the Peruvian Submarine Service in its entirety. It covers the commissioning of Peru's one and only submarine right up to the moment of its destruction when out on manoeuvres. The submarine fires its only homing torpedo, and unfortunately, it homed.

Rear Admiral Sir Forbes Bandycoot, a Memoir

By Jocelyn Tissue.

Published by Noblesse Oblige Books.

This splendid book, jam packed full of jolly photographs of headless natives (p 18) and topless school-girls (p 361) records the remarkable career of Sir Forbes Bandycoot, or Old Grappling Iron, as he was sometimes known.

Stories abound of Banbycoots' feats of daring; how he single-handedly captured a U-boat using only a sink plunger and a packet of Sterident, and his intrepid attempt to sabotage the German Fleet in Bremerhaven by paddling through the cities sewers in coracles. In fact, Bandycoot was such a suicidally brave sailor that in the end no one would serve with him.

Bandycoot went to the Commons from the Admiralty, serving on many special commissions, and this book offers unrivalled insights into the machinations of the Combined Services Sock Research Programme.

Late in life, Bandycoot led Operation Crowhurst, a three year expedition across Arabia with 132 sixteen year old school-girls, all of whom he called 'Roger' because it was 'A damn fine name for a dog, a horse or a gel'.

Grape-Shot Rule Book

Published by Brainlag.

These rules come with a handy set of cards which calculate casualties and moral on a shift system. Unfortunately, Brauns' card proved a bit flimsey and ripped when he received 214 casualties on his favourite unit of Elite troops.

There are 15 morale grades ranging from 'Fan-bloody-tastic' to 'Deeply-deeply-pissed-off'. The rules are so fast that according to Brauns girlfriend a game takes even less time than Braun does.

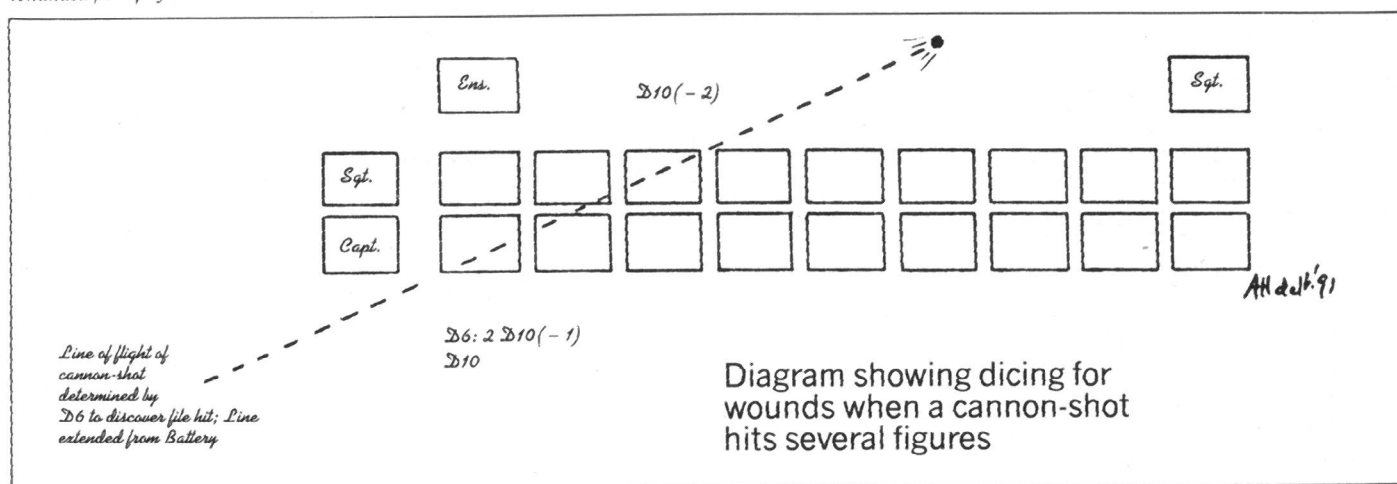
NAPOLEONIC DIARY: AUGUST, 1792

by Michael Rayner

Although the proclamation issued under Brunswick's name the previous month had been in an aggressive tone, the Duke himself disapproved of his orders to march upon Paris. This meant that the Allied advance was extremely slow from the start, although it did have some initial successes against the fortress towns of Longwy and Sedan. The latter capitulated on 2nd September and so the whole month had been taken up, if not wasted

in long delays and periods of inactivity. Even so, the path was then open for an advance towards the capital, which Brunswick would have to undertake. The French resistance was very half-hearted and made worse by the defection of Lafayette who had commanded the French forces around Sedan. What brought this defection on had been the momentous events in Paris, partly as a result of Brunswick's proclamation. On 10th August the Tuileries was

stormed and the King taken into custody signalling a hardening of the people's resolve to see the revolution and war through to its bitter end. Therefore it is impossible to look at the affairs of 1792 purely from a military perspective: one has to bear in mind the political/domestic angle as well. This hardening of resolve, together with Brunswick's dilatorily attitude, gave the revolutionaries a chance for the coming months.



"To the sad deterioration of costume which I have described, there was, however, one brilliant exception. It was displayed by an officer of ours, Lieutenant ***** who entertained us much by the way in which he managed matters. In the worst of times, when the rain and wind fell desperately on us during the retreat, and all were . . . covered with mud and dirt, and drenched from head to foot, with nothing beautiful to be seen about us, this lovely youth, a diamond of the first water, the very quintessence of an exquisite, seemed on all occasions as if emerged from the limits of a bandbox. His raiment and general attire fresh from the mint, he must at least, like King Richard, have had "a score or two of tailors" to adorn his person. Whether it was that he was purified by the frequent showers, or from what other source he derived his amiable appearance, I know not, but it is certain that we were completely puzzled by the magic of his toilet; and had Beau Brummel ever ventured on the field of Mars he would have resigned his claim, as prince of dandies, to our hero ***** retired soon after from the army . . .

Sources

My Part in the Battle of Corunna, Charles Napier, quoted in *The Life and Opinions of General Sir Charles James Napier* Vol I, Lieutenant-General Sir William Napier, John Murray, 1857.

The Adventures of Captain John Patterson, London, 1837.

Details of the British infantry drill and words of

command may be found in 'The Eighteen Manoeuvres for His Majesty's Infantry', Sergeant Thomas Langley, 1st Royal Regiment Tower Hamlets Militia, 1794 (an epitome of Dundas) published by Bill Leeson, 5 St Agnell's Lane Cottages, Hemel Hempstead, Herts HP2 7HL.

French Musketry Table

Within each range band, throw 1dAv for each group of Frenchmen assumed to be firing, rounding fractions down. The size of the group varies with the range, thus:

RANGE	NUMBER IN GROUP
0-50 yards	12
51-75 yards	15
76-100 yards	18
101-125 yards	21
126-150 yards	24
151-175 yards	27
176-200 yards	30

This system has been devised so that, given a typical result of three hits on the die, the percentage of hits scored corresponds approximately to the figures quoted by Major-General Hughes in 'Firepower', allowing for 25% misfires and downgrading by a factor of two in respect of battlefield conditions. The vagaries of the dice and the range of injuries resulting from hits provide suitably unpredictable casualties.

Musket-Ball Wound Table

- 0: Hat/epaulette is shot off.
- 1: A spent ball is turned by beltplate/pocket-watch, causing some bruising.
- 2: Flesh wound in arm reduces ability to use weapon*.
- 3: Hand/arm shattered so no longer able to use weapon, but may bind up with handkerchief/sash and carry on, rather than going to rear*.
- 4: Flesh wound in leg reduces movement, can no longer run or jump*.

- 5: Ball grazes side, causing severe pain and gradual loss of blood.
- 6: Ball grazes head, causing victim to fall insensible for some time.
- 7: Ankle/leg shattered so can only limp to rear using sword/musket as crutch, liable to fall if attempts to run/dodge, cannot defend in melee*.
- 8: Severe body wound, causing victim to collapse, must be carried to rear.
- 9: Killed instantly by ball in head/breast.

Cannon-Shot Wound Table

- 0: Near miss causes victim to be temporarily stunned/panicked.
- 1: Knocked over and stunned by wind of passing ball.
- 2: Lower arm below elbow smashed, and will have to be amputated*.
- 3: Upper arm above elbow smashed, resulting in amputation of whole arm*.
- 4: Foot crushed by rolling ball, requiring amputation*.
- 5: Leg smashed, requiring amputation*.
- 6: Both legs shattered, requiring amputation*.
- 7: Mortally wounded by ball striking belly or breast, will die lingering death, but have opportunity to make gallant death-bed speech.
- 8: Cut in half by ball and killed instantly.
- 9: Head knocked to atoms by ball, killed instantly.

NB: Where a ball's line of flight passes over several figures, the first throws the d10 and uses the result to discover his wound; the second subtracts 1 from his die score; the third subtracts 2, and so on. Thus a ball travelling through a group of men will tend to cause less serious injuries as it continues on its path. (See accompanying diagram)

* Where an asterisk appears, throw again to determine whether it is the right (evens) or left (odds) limb that is injured.

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Title	Issue No	Title	Issue No
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French Infantry Drummers	19	Russian Artillery part 1	7
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Italian Drum Majors	16	Prussian Artillery 1808-15	4*
Waterloo (re-enactment)	14	Kings Dragoon Guards at Waterloo	2*
Wurtemberg Trumpeter jager zu Pferd	14	Royal African Regt, Neapolitan Line Inf	1*
Spanish Army of the Napoleonic Wars	13	Napoleon's Swiss Troops	25

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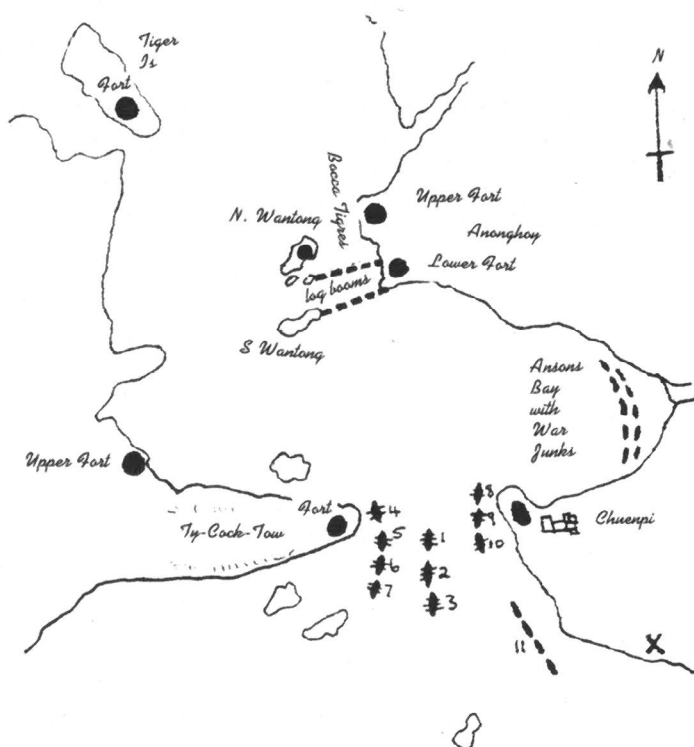
concern was expressed as the government could not allow a source of income that supported the Indian administration to be put at risk. In India the East India Company was well aware of the importance to the economy of the continued trade in opium, which if halted may even threaten its very existence. Fears of this major source of finance drying up, coupled with the ever increasing possibility of war with Afghanistan, prompted them to ask the British government for help in protecting the rights of the merchants in Canton. The government (in particular Palmerston, of 'Gunboat Diplomacy' fame), advised by a certain Mr Jardine (of Mathieson & Jardine) prepared to give support, by representing Lin's actions as illegal and aggressive insofar that he had without cause threatened British lives, their property and their freedom, not to mention showing total disregard for the Officers of the Crown. Funds were voted to mount an expedition to right these wrongs. The force would include two ships of the line, two frigates, two river steamers and troopships sufficient to transport some 7,000 soldiers. They even agreed on the terms to be arrived at on the successful completion of the expedition. The Chinese would be required to allow trade to be conducted freely from the ports of Amoy, Fuchow, Ningpo and Shanghai as well as Canton, and that full compensation for the British and Chinese merchants would be paid. By November 1839 the War Office had completed the planning of the expedition, though the passage of the issue through Parliament had not been plain sailing by any means. But despite objections and many strong speeches the Government won through and the expedition was ordered to proceed.

Meanwhile, back in China, Lin had lifted the blockade of the factories as agreed, and had allowed the merchants to resume trading. No sooner had he lifted the ban, however, than Elliot withdrew all merchants and shipping from Canton and Wampoa to an anchorage off Hong Kong Island, believing that hostilities were by now inevitable and that by removing a potential source of hostages he was strengthening his hand, albeit a hand that was soon to be forced.

Sailors from the ships lying off Kowloon went ashore and got drunk, becoming involved in a fight during which a local Chinese was killed. Lin was furious and demanded that the sailor responsible be handed over for trial. The British (of course) refused. Lin decided that as the British had withdrawn to the anchorage off Hong Kong and that they could not be easily resupplied, he would establish a total blockade of the floating community to starve them into giving up the guilty man.

Believing the British were unable to meet the might of the Chinese Empire, Lin was convinced that this time he had them in a position from which they would be forced to concede. He was however, like so many before and since, unaware of the British stubbornness and ability to fight on despite the apparent hopelessness of the situation. Indeed Elliot was soon to be in a strong position, for no sooner had the blockade been announced than the frigate HMS VOLAGE arrived off Hong Kong, with the news that another frigate, HMS HYACINTH was also soon to join. His position was now one of greater strength than the Chinese were aware of, as they had no knowledge of the capabilities of the Royal Navy in coastal and river oper-

Attack on the Bocca Tigris Forts (Boque)



1, 2 & 3. Battleships: Wellesley, Blenheim & Melville midstream.

4, 5, 6 & 7. HMS Columbine, Modeste, Druid & Samarang attacking Ty-Cock-Tow Fort.

8, 9 & 10. HMS Calliope, Larne & Hyacinth attacking CHUENPI Fort.

11. Steamers Queen, Nemesis, Madagascar & Enterprise advance once they have landed troops at X.

ations. On land the Chinese could not see how they could fail to win due to their tactical (?) and numerical superiority. Elliot, however, more than willing to defend British rights, ordered the breaking of the blockade, and on 4th September 1839 the Chinese war junks at Kowloon were easily and immediately routed. With this defeat and the arrival of HMS HYACINTH on 18th September Lin had lost the initiative.

To regain it Lin turned to Macao, where many British citizens were still residing. The Portuguese Governor of Macao, unable to guarantee their safety should Lin enter the town, ordered the British out.

Elliot however found this a minor nuisance compared to the problem of those merchants NOT trading in opium, and from whom Lin had lifted the trade ban before Elliot had pulled the British out, who felt that they should be allowed to return to their former business in Canton. He could not afford to risk this as it would again give Lin the opportunity to take hostages should he so wish. To prevent this move, Elliot ordered HMS VOLAGE to blockade the mouth of the Canton River to prevent any British ships from proceeding upriver to the city. This was perhaps the first real act of war made by the British as to all intents and purposes it amounted to a naval blockade of a foreign port, i.e. Canton. However the situation was to change rapidly, and the blockade was not to be enforced as en route HMS VOLAGE

made contact with a large fleet of war junks at Chuenpi. This fleet had been sent by Lin to force the British to hand over the murderer, and it was all that was needed to convince Elliot that he must take the initiative and strike. On 18th November HMS VOLAGE and HMS HYACINTH attacked the Chinese fleet. The outcome was never in question and their combined superior firepower destroyed many junks, dispersing the remainder in total rout. Thus at the Battle of Chuenpi, war with China became inevitable. Already in London the decision for war had been made, and even as the battle took place the Expeditionary Force was on its way.

The Course of the Conflict

'Surely you will agree with me in deprecating this war with China, which really seems to me so wicked as to be a national sin of the greatest possible magnitude, and it distresses me very deeply. Cannot anything be done by petition or otherwise to awaken men's minds to the dreadful guilt we are incurring?'

Thomas Arnold, 1840

The Expeditionary Force under the command of Admiral George Elliot, (Cousin to Charles Elliot Superintendent of Trade in Canton) assembled at Singapore. It contained, among others, HM 18th Foot from Ceylon and HM 26th Foot from Calcutta, together with HM 49th. A battalion made up of 10 companies of

Bengal Native Infantry volunteers from as many regiments, two companies of Royal Artillery and two of Madras Sappers and Miners made up the force. The Expeditionary Force was embarked upon 26 transports accompanied by a single Ship of the Line, six smaller Men of War and two Indian Marine steamers. More warships were to join later. Leaving for China on 30th May 1840 it reached Macao on 21st/22nd June 1840. Some elements of the force continued to arrive over the following weeks. Despite no actual declaration of war the Chinese were well aware of the significance of the Expedition's presence. Indeed, motives could not have been misinterpreted, for the China Sea became quite full of British shipping. Not long after arriving the Expedition set sail again, heading North, an event that not only pleased the Chinese in Canton but (wrongly) reinforced their belief in the inadequacies of the British, so much so that Lin was to inform the Emperor that the fleet had been driven off.

The force, once assembled, now consisted of 16 Men of War, four armed paddle steamers, 26 Transports and a large number of other vessels hired in by the government to act as support and resupply vessels. Aboard this Naval force were some 4,000 troops.

Command of the Expedition was the responsibility of the Government's representative in the East, Lord Auckland, Governor General of India. As he was in Calcutta, plenipotentiary powers were extended to the Elliots, who were to present the Chinese with the following demands:

- 1) The cession of an island large enough for the British to live on and trade from, this island to be situated advantageously for that trading;
- 2) A guarantee of freedom of trade in ports other than Canton must be given;
- 3) Compensation to be paid to British traders for the loss of revenue, due to the destruction of their property i.e. the Opium destroyed by Lin;
- 4) Compensation to be paid to the British Government for the expense of the expedition;
- 5) Compensation to be paid to any British traders for losses or debts incurred due to their loss of trade during the dispute.

No deliberate mention was to be made regarding trade in Opium. However any accidental reference to it was to be taken as a suggestion that the British could not stop or control it, so the Chinese might consider allowing it to become a legal import.

The Expeditionary Force would operate under a very simple military plan. Firstly it would select a base of operations and blockade the rivers leading to the inland waterways of China, and in particular the Pei-Ho river which would cut off Peking. The base chosen was the Island of Chusan, a position more or less central off the Chinese coast, and therefore well placed to apply pressure at the very places that the British wished to open to their trade. It was to this base that the British force was sailing for when it left Macao, arriving on 4th July 1840. The entry of Chusan harbour and the occupation of the principal town of Tanghai was virtually unopposed, but the island was the cause of the heaviest casualties the Expedition would receive. Due to the bad sighting of the camp, inadequate and tainted supplies, combined with the heat, the troops suffered from dysentery and malaria. The death toll amounted to some 450 of all ranks. The number incapacitated by disease and heat exhaustion was much higher. For example HM 26th Regiment by the end of the year was

reduced from 900 to a strength of **299 effectives**. HM 18th Regiment was reduced to 500 effectives. During this period of appalling attrition no major military moves of any extent were made, save a move to blockade the Pei-Ho, all manoeuvring being on the political front, which suited the Chinese down to the ground. For, they believed, not only had this 'great' force done little damage and was suffering terribly from disease, its leaders were confirming their belief that the 'foreign devils' were incapable of military action, and could be easily bought with simple diplomacy.

However the British had their instructions, and continued to present their demands to the Chinese, who on their part expressed surprise at the presence of this large force, questioning the reason for its arrival, and expressing a willingness for peace.

The Emperor had assigned a very capable politician by the name of Ch'i-shan to these talks, and one of his first successes was to move the location of the talks to Canton, away from the front door of Peking. He even appeared to be in agreement with the British, in that the actions of Lin could only be seen as aggressive and unnecessarily provocative. Therefore it was not long before Lin, now a convenient scapegoat, was blamed for the current events, and was summarily sacked and ordered to Peking. The British may have felt that headway was being made but under no circumstances could they get Ch'i-shan to even consider agreeing to any territorial concessions. It finally became clear to Captain Charles Elliot (his cousin the Admiral being ill and unable to attend or conduct any negotiations) that the talks would drag on and on, a situation that could not benefit the Expedition. At this stage he received reports of atrocities that had been committed by the Chinese on British subjects, whose ship had run aground. This was all the excuse he needed and the decision was made to act. A combined Naval and Army operation was ordered against the estuary of the River Bouge, which led to the port of Canton.

The River Bouge, leading to Canton, had along its banks and its many islands a number of fortifications that guarded the route from the estuary right up to the Canton warfs. The first of these fortifications at the Bouge estuary were to be the target, and on 7th January 1841 operations began.

Warships carefully made their way up the Bouge Estuary towards Canton, and landed a force of troops and marines under the command of Major Thomas Pratt (HM 26th Regiment). The forts at Chumenpi and Taikoktow were taken, and on the same day in Anson's Bay further up the Bouge the Royal Navy was also in action, resulting in the destruction of a squadron of war junks under the command of the Chinese Admiral Kuan. The mouth of the Bouge was now secured for an advance on Canton. The Chinese in Canton were now fully awake to the British threat and realising their state of unreadiness, offered to negotiate a peaceful settlement, known as the Convention of Chuenpi. This lifted the trading ban, allowed British shipping and British merchants back into Canton unmolested, promised a payment of 6 million dollars for damages to the merchants, and granted the British the island of Hong Kong. Elliot, convinced he had achieved most of what had been required of him, agreed to the settlement. This was something the governments of China and Britain were not willing to do. Britain wanted ports, not just Islands, and the Chinese government in Peking

questioned the territorial concession. In any case the whole agreement was not ratified by either government. Indeed the agreement was so much against the **private** intentions of both governments that Captain Charles Elliot was dismissed from his post by Palmerston and Ch'i-shan for the Chinese was recalled in disgrace.

With the problems of distance and communication, (it would be Easter before the British government would see the Convention of Chumpei) the British were now operating in a sort of hold and threat mode. So as the respective governments mulled and argued over the points of the Chumpei Treaty, Elliott (yet to learn of his dismissal) acted under the terms of the Treaty. First he moved the forces from Chusan Island to the island and anchorage of Hong Kong, a move much appreciated by the military. He also began to allow the merchants to return and reoccupy the factories and wharves of Canton. The Chinese however, not affected by any global delay in communication, had decided that it was time to try and gain some sort of initiative, and began to marshal their forces in order to place the British in a position that would put them under pressure to abandon the Treaty and any further thoughts of offensive action. This steady build up of forces prompted Elliot to recall the merchants and again send his forces up the Bouge to capture more of the Bouge forts. This action was completed over 26th and 27th February 1841, during which another Naval action was also fought, resulting in the routing of 40 War Junks and the death of the Chinese Admiral Kuan. Having shown that despite any build up the British still had teeth, Elliot however did not feel strong enough to move more aggressively against the Chinese.

This feeling was to change with the arrival of General Sir Hugh Gough, assigned to command the land forces. He was no politician but a Victorian soldier of the 'put up or shut up' variety. The British control of the majority of the Bouge river gave Gough the opportunity to begin immediate efforts to counter the Chinese build up of forces, and on 6th March 1841 he occupied a fort overlooking Canton. By 18th March 1841 the factory area of Canton was occupied by British troops. These two simple moves forced the Chinese commanders in Canton to again look for a peaceful solution. Again this was but an attempt to delay the British for the Chinese continued to build their forces by creating a large encampment outside Canton.

On 21st May 1841 the Chinese opened fire and launched fire rafts at the Naval vessels stationed in the Canton waters. Over the next few days naval actions off Canton resulted in 70 War Junks being destroyed.

Gough was also given the reason to make a decision that he had always expected to make sooner or later, to take Canton by force.

On 24th and 25th May the British attacked Canton and its encampments, with a force of less than 2,800 soldiers, sailors and marines, advancing in two columns against an available Chinese force of some 45,000 in the hills north of Canton and in a number of fortifications around the city. Two in particular, known as Dutch Folly and French Folly were of some tactical importance, and were located on islands in the river. Gough's plan called for the main force to disembark at Tsingpu Creek, 4 miles west of Canton, placing itself between the City and the Chinese Army, whilst another column attacked the Follies.

British Order of Battle:

RIGHT COLUMN: Attacking the Follies

Major Pratt (HM 26th):

HM 26th Foot

Madras Sappers & Miners

Madras Artillery

On 6pdr and One 5" mortar

LEFT COLUMN:

Lt Col Morris (HM 49th):

HM 49th Foot

37th Madras NI

Bengal Volunteers

Capt Knowles RA:

Royal Artillery

Madras Sappers & Miners

Madras Artillery

Four 12pdr Howitzers, four 9pdr, two 6pdr,
three 5" mortars, plus 152 32pdr Rockets

Capt Bouchier RN:

Naval Brigade

(2 btn Sailors)

Maj Gen Burrell:

HM 18th Foot

Royal Marines

The Chinese were commanded by General Yang Fang, aged and deaf (but not stupid). Details of the composition of the Chinese force are incomplete. The following troops and leaders were present:

Commander An Te-shun: 800 Hupeh regulars
General Hsiang-Fu: 1,000 Hunan regulars,

100 militia

General Yung-Fu: ? Keichow regulars

General Chang-ch-un: 2,000 Nan-kanchen/

Kiansi regulars and militia

?: 2,000 Yunnan regulars

?: 500 Foochow militia

The landing went ahead as planned on 24th May, and the troops under Major Pratt captured the Dutch Folly. More stores and artillery were landed during the night. The next day four of the land forts were taken during the morning, after being bombarded by two mortars, four heavy guns and the Rocket Battery. At the same time Pratt captured the French Folly. During these operations only 4,000 of the 45,000 waiting Chinese actually played any part in opposing the British, most of whom were in an entrenched camp east of the city, approachable only along a narrow causeway exposed to flanking fire from the city walls. By evening HM 18th and 49th had cleared the camp of all opposition. Gough was now in position on the heights overlooking the city, placed between Canton and the Chinese army of 45,000, exactly where he wanted to be!

On 26th May almost 1,000,000 citizens from Canton fled the city in an attempt to escape the British. The leaders and people of Canton had had enough and sued for terms. The terms, known as the Ransom of Canton were as follows:

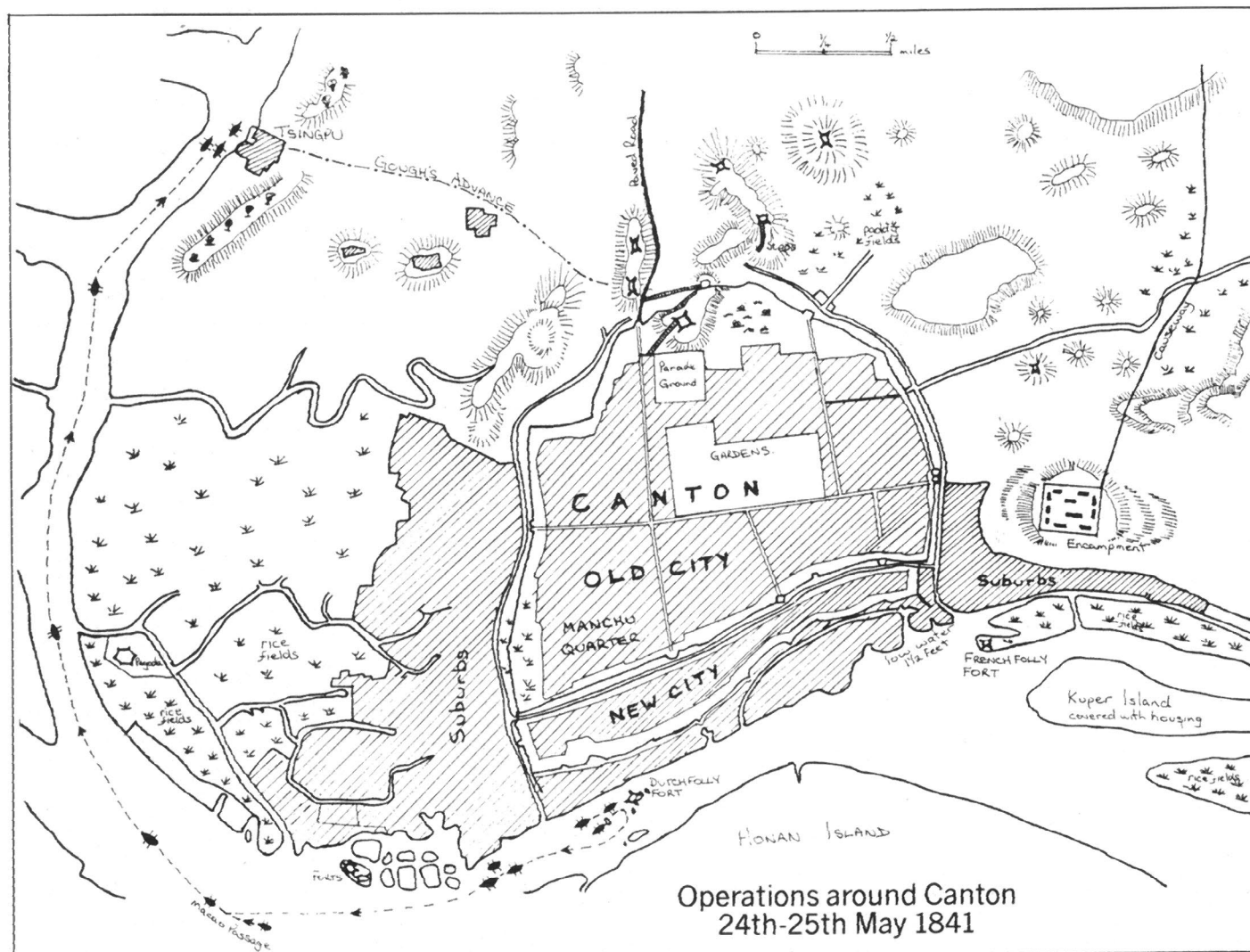
- 1) All Chinese officials to leave within six days;
- 2) Six million dollars to be paid, for the use of

the Crown of Britain within the same period. Also compensation to be given to the Crown for the destruction caused in the factory areas of Canton;

3) The British troops would remain in their existing positions until the 6 million dollars had been paid.

These terms, negotiated by Elliot did not please Sir Hugh Gough, who was frankly disgusted at the outcome, as he maintained that the provisions of the treaty did not contain any military considerations that would reinforce the British position in Canton. He was placed in a potentially critical position, with his lines of communication constantly under threat, and he was far too exposed and extended for a halt in operations of a whole week. During this time he was forced on several occasions to send out troops to disperse Chinese militia units and local village corps operating against his lines of communication, although there was no move by the main Chinese army. However by the end of the week the Ransom was paid and the British forces were able to return to Hong Kong.

A good example of Gough's idea of political dealing is shown in the battle for Canton. On the 26th, when the Chinese requested talks, Gough advised them of a place and time at which he would be available to discuss terms. The Chinese tried the old political tactic of arriving late. Gough, realising that the Chinese had not arrived by the appointed time and at the appointed place, immediately hauled down



Operations around Canton
24th-25th May 1841

his flag of truce and ordered the shelling and assault of Canton to continue! This forced the Chinese to appeal to Elliot, who accommodated them and settled the terms.

The Ransom of Canton was the last major action in China carried out by Captain Elliott, for soon after his successor arrived. Sir Henry Pottinger was a politician well used to dealing with difficult foreign leaders and capable of being relentless and resolute in negotiations. He had arrived with the same demands that had been issued to the Elliot's, but was not disposed to be conciliatory to the Chinese, and fully intended to achieve all the demands laid down by the British government. Soon, with Sir Hugh Gough he was to unleash the Expeditionary Force on the Chinese with orders to be ruthless in the destruction of the Chinese forces and their military equipment but to show restraint in looting and respect to Chinese cultures. The first would be no problem but the second, as always, would prove difficult to enforce.

Rested, reorganised and reinforced (by HM 55th Foot and the 36th Madras Native Infantry, or at least their Rifle Company) the Expeditionary Force set off North again on 21st August. Now led by determined political and military commanders, well versed in colonial policies, their first target in this renewed offensive was to be the town of Amoy, 300 miles North East. 25th August saw the British forces arrival at Amoy and the following day the attack began.

Amoy, standing at the head of a bay could be reached by a channel 600 yards in width. However this channel is commanded by a large island, Kulangsu. The bay is dotted with islands and headlands, and the seaward face of the

city itself protected by strong granite-faced earthen ramparts over a mile long. The end of the rampart was connected to a range of rocky heights running parallel to the beach by a castellated wall, thus protecting it from a flanking attack. The Chinese had prepared well and all possible defensive points were manned and gunned, including Kulangsu Island and many of the smaller islands and headlands right up to the town walls. In all 96 guns defended the City.

Not an easy nut to crack, yet with the excellent Naval and Army co-ordination that was to echo throughout the campaign. Amoy was taken by 27th August. The troops available for the assault were as follows:

HM 18th (Royal Irish) Regt of Foot
HM 26th (Cameronians) Regt of Foot
HM 49th (Royal Berkshires) Regt of Foot
HM 55th (Westmoreland) Regt of Foot
36th Madras Native Infantry (Rifle Company)
Madras Sappers and Miners (Detachment)
Naval Brigade

On 26th/27th August landing parties supported by naval gunfire captured all the emplacements on the islands. The Navy bombarded the front of the positions, whilst the landing parties took them in the flank and rear. The island emplacements were taken quite easily, but those of Amoy itself were a different matter. Two Ships of the Line poured heavy fire into them from 400 yards for several hours but little damage was inflicted. Chinese return fire was equally ineffective. Under cover of this diversion the main landing party disembarked under the castellated wall

unmolested. HM 18th scaled the wall and turned the flank of the main works, whilst HM 49th rushed along the shoreline to assault the parapet of the great battery, both regiments sweeping the works from end to end, driving all before them, before joining up with the Royal Marines who had occupied the heights to their rear. They now commanded the outer city. The inner city was defended by a range of hills occupied by a large number of Chinese. HM 49th were ordered to turn the enemy in the hills, while HM 18th advanced against them through a narrow gorge. Here the 18th could have been held by a few determined men, but the Chinese put up very little resistance. By nightfall the heights had been cleared and during the following day the whole city of Amoy was in British hands. Records differ, but it would appear that as few as two British were killed with another 15 wounded! Including those mounted for its defence 500 guns were captured!

It was the considered opinion of the soldiers and sailors in the expedition that had such fortifications been held by European troops Amoy could not have been taken.

Unfortunately following the capture of Amoy serious looting broke out. Whether the Chinese began it, with the British forming the opinion that why should they get it and not us, or whether it was the British themselves that started it was not important, for it set a precedent for the looting that followed during the campaign.

Continued next month

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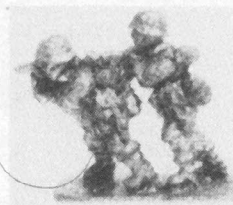


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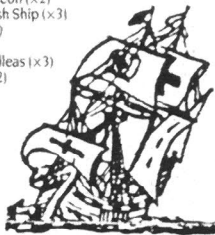
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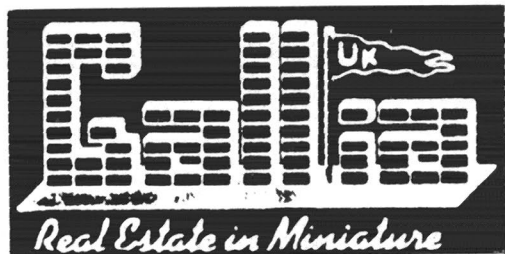
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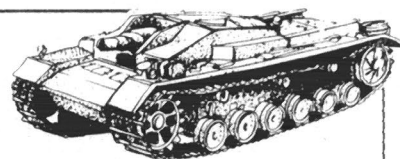
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- FN103 Standing shouldered musket, campaign dress, in bonnet de police
- FN104 Standing shouldered musket, campaign dress, barehead
- FN105 Falling wounded, campaign dress, in bearskin
- FN106 Lying dead, campaign dress, in bearskin
- FN107 Standing shouldered musket, greatcoat, in bearskin
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- FN115 At ease, campaign dress, bandaged head
- FN116 Falling wounded, campaign dress, in bearskin
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- FN118 At ease, greatcoat, in bearskin
- FN119 At ease, greatcoat, in chapeau
- FN120 At ease, greatcoat, in bonnet de police

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- FN122 Grenadier Officer, chapeau
- FN123 Chasseur Officer, bearskin
- FN124 Chasseur Officer, chapeau
- FN125 Grenadier Officer, surtout, in bearskin
- FN126 Chasseur Officer, surtout, in bearskin
- FN127 Grenadier/Chasseur Officer, surtout, in chapeau
- FN128 Grenadier Officer, greatcoat, in bearskin
- FN129 Chasseur Officer, greatcoat, in bearskin
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- FN131 Mounted Grenadier Officer
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6mm Vietnam range (designed by Ian Kay) (All infantry are based in 3s)

The number in brackets denotes the number of bases supplied, per price code

VN1	US Inf advancing (3)	B
VN2	US LMG Group (3)	B
VN3	US HMG Group (3)	B
VN4	US Mortar + crew (3)	B
VN5	US Recoless Rifle + crew (3)	B
VN6	US Grenade launcher + assistants (3)	B
VN7	US Command Group (3)	B
VN8	US Australian or Ranger Inf in boonie hat (3)	B
VN9	Green beret Infantry (3)	B
VN10	Montaguard Infantry (3)	B
VN11	NVA Infantry advancing (3)	B
VN12	NVA LMG Group (3)	B
VN13	NVA HMG Group (3)	B
VN14	NVA Mortar + crew (3)	B
VN15	NVA Recoless Rifle + crew (3)	B
VN16	NVA Rocket launcher + crew (3)	B
VN17	NVA Command Group (3)	B
VN18	VC Infantry Advancing (3)	B
VN19	VC Infantry firing and advancing (3)	B
VN20	VC Cyclists with supplies (3)	B
VN21	Vietnamese Civilian (1)	B
VN22	Wounded Infantry (3)	B
VN23	M48 MPT (1)	C
VN24	M113 APC (1)	C
VN25	T54/56 MBT (1)	C
VN26	BT50 APC (1)	C
VN27	PT76 Light Tank (1)	C
VN28	Boh Huey Helicopter (1)	J
VN29	Crashed Helicopter (1)	J
VN30	Helicopter and stand (1)	J
VN31	Vietnamese Village	56
VN32	US fire base	56

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15mm - US Infantry of the 90s (Designed by the very talented Jim Mastrangalo)

(with Renard helmets and M16 Rifles)

ALL FIGURES ARE PRICE CODE: C	
US1	Officer - pointing with back pack/flack jacket
US2	Radio Operator - standing
US3	Rifleman - advancing with back pack
US4	Rifleman - standing with back pack
US5	Rifleman - kneeling with back pack
US6	Rifleman - kneeling with back pack
US7	Rifleman - kneeling and firing with back pack
US8	Rifleman - standing and firing with back pack
US9	Rifleman - advancing with back pack
US10	Rifleman - standing and firing with back pack
US11	Rifleman - standing with back pack and flack jacket
US12	Rifleman - standing with M-60
US13	Rifleman - standing with M-249 S.A.W.
US14	Rifleman - charging with M-16/M203 Grenade Launcher
US15	Rifleman - charging with back pack - M-16/M203 Grenade Launcher
US16	Rifleman - kneeling with back pack and firing M-16/M203 Grenade Launcher
US17	Rifleman - standing with M-16 and AT-4
US18	Rifleman - standing and firing AT-4
(with Fatigue Hats)	
US19	Officer - pointing with back pack/flack jacket
US20	Rifleman - charging with M-16 and back pack
US21	Rifleman - standing with M-16 and back pack
US22	Rifleman - charging with M-16/M203 Grenade Launcher
US23	Rifleman - standing and firing M-16 with back pack
US24	Rifleman - kneeling and firing M-16 with back pack
US25	Rifleman - standing and firing M-60
US26	Rifleman - standing with M249 S.A.W. and back pack
US27	Rifleman - advancing with M-16 and back pack (with Boonie Hats)
US28	Rifleman - charging - M-16 and back pack
US29	Rifleman - standing and firing M-16 with back pack

Enemies of US Infantry (Berets/Soviet Infantry Equipment)

EN1 Rifleman - standing and firing AK-47

EN2 Rifleman - crouched and firing AK-47

EN3 Rifleman - advancing with AK-47

New - 25mm World War I (Designed by Jim Mastrangalo)

ALL FIGURES ARE PRICE CODE: C

P1	French Infantry standing with rifle/helmet
P2	French Infantry firing rifle/helmet
P3	German Officer advancing with pistol/helmet
G2	German Officer pointing with pistol/helmet
G3	German Infantry advancing full pack/helmet
G4	German Infantry firing full pack/helmet
G5	German Infantry advancing full pack/helmet
G6	British Officer - advancing with pistol/helmet
B2	British Officer - advancing with pistol/helmet
B3	British Infantry - advancing full pack/helmet
B4	British Infantry - advancing full pack/helmet
B5	British Infantry - firing full pack/helmet

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FRENCH NAPOLEONIC 1814-1815

PN1	Old Guard adv., full dress
PN2	Command pack: Officer, Std. bearer, drummer
PN3	Guard chasseur, adv., campaign dress
PN4	Command pack: Officer, Std. bearer, drummer
PN5	Old Guard adv. greatcoat
PN6	Command pack: Officer, Std. bearer, drummer, greatcoat
PN7	Old Guard/Guard chasseur adv., greatcoat and bonnet de police
PN8	Old Guard/Guard chasseur adv., greatcoat and chapeau
PN9	Command pack: Old Guard or Chasseur Officer in Greatcoat & Bicorn
PN10	Line fusilier, musket forward
PN11	Line grenadier or Voltigeur adv., musket forward
PN12	Line fusilier adv., musket 45°
PN13	Line grenadier or Voltigeur adv., musket 45°
PN14	Line fusilier adv., musket upright
PN15	Line grenadier or Voltigeur adv., musket upright
PN16	Command pack: Officer, Std. bearer, drummer adv.
PN17	Line fusilier standing firing
PN18	Line fusilier kneeling firing
PN19	Line fusilier adv., greatcoat
PN20	Line grenadier or Voltigeur adv., greatcoat
PN21	Command pack: Officer, Std. bearer, drummer adv., greatcoat
PN22	Light inf. (leger) carabinier, Voltigeur or chasseur adv.
PN23	Command pack: (Leger) Officer, Std. bearer, drummer adv.
PN24	Assorted foot artillerymen (6 per pack)
PN24a	Assorted foot artillerymen, greatcoat (6 per pack)
PN25	Cuirassier
PN26	Command pack: Cuirassier Officer, Std. bearer, trumpeter
PN27	Hussar (Shako)
PN28	Hussar (Colpack)
PN29	Command pack: Hussar Officer, Std. bearer, trumpeter
PN30	Dragon

PN31	Elite Dragon
PN32	Command pack: Dragon Officer, Std. bearer, trumpeter
PN33	Command pack: Infantry Officers (Mounted)
PN34	Command pack: Napoleon & 2 Staff Officers (Mounted)
PN34a	Command pack: Mounted Staff Officers
PN35	Footguard artillery in greatcoat (6 per pack)
PN36	Mounted Grenadiers
PN37	Command pack: Mounted Grenadier Officer, Std. bearer, trumpeter
PN38	Chasseurs
PN39	Command pack: Chasseurs Officer, Std. bearer, trumpeter
PN40	Line Lancers
PN41	Command pack: Line Lancer Officer, Std. bearer, trumpeter
PN42	Polish Lancers
PN43	Dutch Lancers
PN44	Command pack: Polish/Dutch Lancer Officer, Std. bearer, trumpeter
PN45	Guard Horse Artillery

BRITISH NAPOLEONIC 1814-1815

PNB1	Line inf. at the ready
PNB2	Grenadier or light coy. at the ready
PNB3	Command pack: Officer, std. bearer, drummer
PNB4	Line or flank coy. in greatcoat at the ready
PNB5	Command pack: Officer, Std. bearer, drummer in greatcoat
PNB6	Highlander at the ready
PNB7	Highlander kneeling at the ready
PNB8	Grenadier or light coy. at the ready
PNB9	Grenadier or light coy. kneeling at the ready
PNB10	Command pack: Highland Officer, Std. bearer, piper
PNB11	Rifleman advancing
PNB12	Rifleman kneeling firing
PNB13	Command pack: 4 Rifleman Officers, 2 Buglers

PNB14	Light infantryman firing
PNB15	Light infantryman advancing
PNB16	Command pack: 4 light infantry Officers, 2 buglers
PNB17	Assorted foot artillerymen (6 per pack)
PNB18	Assorted horse artillerymen (6 per pack)
PNB19	Light dragoon
PNB20	Command pack: Light dragoon Officer, Std. bearer, bugler
PNB21	Heavy dragoon
PNB22	Command pack: Heavy dragoon Officer, Std. bearer, bugler
PNB23	Hussar
PNB24	Command pack: Hussar Officer, Std. bearer, bugler
PNB25	British Infantry 1800-1813 (Stovepipe Shako)
PNB26	Line infantry advancing
PNB27	Grenadier or light coy. advancing
PNB28	Command pack: Officer, std. bearer, drummer
PNB29	Artillerymen (6 per pack)

BRITISH CAVALRY 1800-1813

PNB29	Heavy cavalry (Bicorn)
PNB30	Command pack: Heavy cavalry Officer, Std. bearer, Trumpeter (Bicorn)
PNB31	Command pack: Infantry Officer Belgique shako (Mounted)
PNB32	Command pack: Infantry Officer in Bicorn (Mounted)
PNB33	Lifeguards or Royal Horseguards
PNB34	Command pack: Lifeguards Officer, Std. bearer, trumpeter
PNB35	Command pack: Wellington & two Staff Officers mounted
PNB36	Command pack: Mounted Staff Officers
PNB37	Scots Grey
PNB38	Command pack: Scots Greys Officer, Std. bearer, Trumpeter

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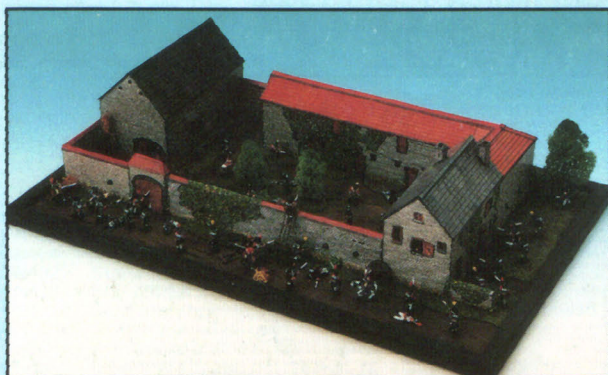
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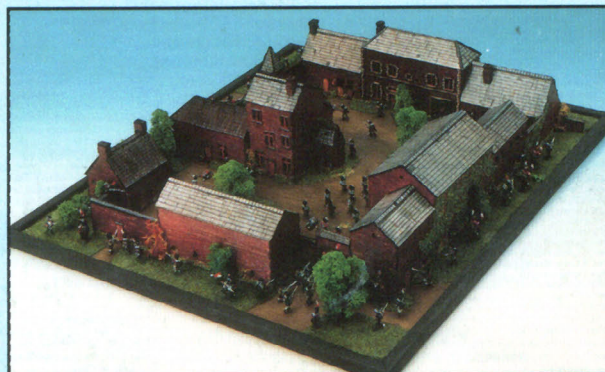
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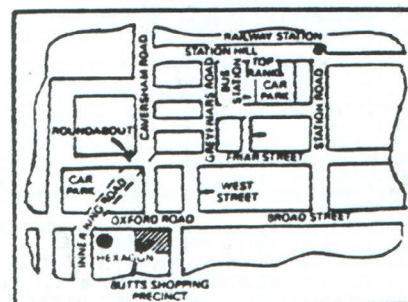
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